AH Philosophy Part 125

As promised five years ago (see Vol. 19, No. 4 and Vol. 20, No. 1 of The *GENERAL*), I'd like to involve the readership in revamping and reviewing the READERS BUYERS GUIDE. The past five years have seen a great many new games added to our listing, and some old favorites dropped from our line due to age and design advances. Innovations in play and components can make any design "outdated". This is our only chance to compare the new titles with the old "heads-up". And we must eliminate the discontinued titles—both because they are no longer available to the general public, and because I need the space on the RBG for entering games still to come in the next five years. Hopefully this re-evaluation will lead to an even better RBG, one more representative of the true values—the strong points *and* the weaknesses—of our games. First, however, I'd like to explain some of the changes in the format of this survey.

Much of it should be familiar to long-time readers. "Overall Value" still reflects your thoughts on how the game, in *toto*, stacks up against the others in our extensive line. "Components" still reflects your judgement on the quality of the art and production of the pieces of the game—with sub-categories covering the two most important elements of the components, the mapboards and the counters. Note that I have dropped the sub-category category "Player's Aids" and inserted one named "Rulebook". In these days of ever increasing sophistication, the rulebooks have become much more polished in layout and illustration, always seeking to present the play of the game in the most accessible manner possible to new players. As an adjunct to the rulebook are the various bits of paper that are necessary to play the game—scenario cards, note pads, CRTs, "chance" cards, and such. Lumping them all together for simplicity under the heading "Rulebook", we'll now ask that readers rate the *visual* presentation of this mass of information. For

MERCHANT OF VENUS

CULTURE

Interstellar Biosphere

CULTURE

Colony

Once there was a mighty Galactic Empire, peopled by an uneasy alliance of intelligent species. Politicians schemed for power under a figurehead Emperor, while warlike species kept the peace and dozens of worlds traded in ideas, resources and products. Richest of all were the traders of interspecies luxury goods, who cleverly terraformed a world to produce these rare luxuries. Their planet (an unused Rim world named for a minor local deity of the softer pleasures) was a byword for wealth, luxury and shrewd trading; and when the Empire finally collapsed into a dark age of savagery, the memory of the **MERCHANT OF VENUS** lived on, a legend of the shrewd trader who brought wonderful things from beyond the stars.

Now it is the 32nd century, two centuries after the fall of the First Galactic Empire, and a young, lusty civilization is bursting forth into the Galaxy with the newly-rediscovered star drive. It is the heyday of the independent interstellar merchant, a time when a few daring entrepreneurs can make fortunes and build trade empires.

In **MERCHANT OF VENUS** you play the part of such a merchant, exploring a cluster of stars to find what remains of the civilizations that once dwelt there. The map portrays a small cluster of star systems, where 14 intelligent species lie hidden in the ruins of the First Empire. Each species is the dominant culture of a different system, but after centuries of savagery, no one knows where each culture dwells. As you discover the cultures you can trade with them, buying and selling exotic trade goods and special devices. In your journeys you can also stumble across other remnants of the First Empire, including unique treasures and weapons that automatically attack passers-by.

MERCHANT OF VENUS is a game of luck and skill. You start with a small spaceship racing to accumulate wealth by transporting, trading and investing. You make money by buying trade goods from one culture and selling them to other cultures. You can use your profits to buy bigger spaceships, with high-speed drives and shields to protect you from the dangers you will meet! As your profits increase, you can build ports and factories to make trading more profitable. As the game progresses, profits will accelerate until one merchant accumulates enough wealth to win the game. The optional rules allow you to play a darker version of the game, in which the cluster is torn with strife and warfare. These rules introduce weapons, forts, swindles, revolts, piracy and the Rastur, an army of xenophobic megalomaniacs who are trying to conquer the Galaxy.

MERCHANT OF VENUS is a design with remarkable versatility. Few, if any, games can claim to be equally exciting whether played solitaire, head-to-head or with three, four, five or six players. Not only can this game claim that distinction, **MERCHANT OF VENUS** uses it to vary the strategy dramatically as the number of participants change.

MERCHANT OF VENUS is now available for $25.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% for shipping and handling (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.

Clipper

4

Per Hold: 1 Goods or two Equipment/Fare

Cost: $120
Trade-in: $60

HOLD 1 HOLD 2
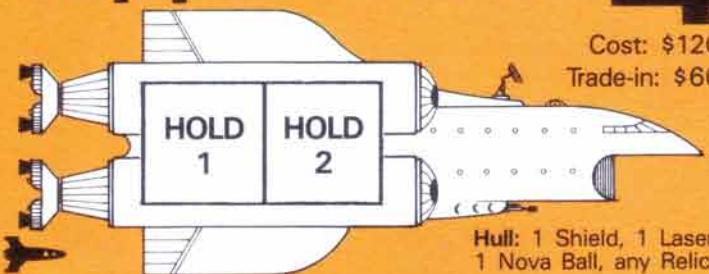
Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

TAC AIR

If the balloon goes up, this is how it will be! Armored fighting vehicles grinding forward below flashing helicopter blades under a tense sky filled with screaming jets and smoky missile trails. **TAC AIR** puts YOU in command in the most intense and technologically advanced combat environment on earth—Central Europe *today*. As NATO U.S. VII Corps commander, YOU are charged with the defense of the Hof Gap area. As the Warsaw Pact Central Group of Forces commander, YOUR forces must smash the NATO defenses and drive deep into West Germany. **TAC AIR** is a detailed look at the organization, equipment and capabilities of the modern frontline NATO and PACT forces based in Germany.

■ **Graduated Scenario Sizes!** Enjoy a choice of thirteen scenarios (separate games that can be played with these rules) that vary greatly in size and playing time. First, there are skirmishes involving a few brigades or regiments and a handful of fighter-bombers that can be played on a portion of the mapboard in a few hours. Then, battles involving larger forces such as the United States 1st Armored Division, the West German 12th Panzer Division, the Soviet 6th Guards Tank Division and a rich array of modern aircraft such as the American A-10, F-15, F-16 and F-111, the West German F-4F and Alpha Jet, the Canadian CF-18 and the Soviet MiG-27, MiG-29 and Su-24. Last, but certainly not least, a long and massive conflict that covers the entire map.

■ **Unique Game System!** In **TAC AIR**, air operations are covered in detail; air-to-air combats, close-air support and interdiction missions with conventional or standoff weapons, "Wild Weasel" and electronic warfare missions, reconnaissance flights and deadly networks of surface-to-air missiles. Ground operations are not slighted either. There are ground combats between armored and mechanized units, helicopter gunships, paratroopers and airmobile forces, deadly artillery barrages and counterbattery fire, command control and supply considerations, electronic "jamming and *more*. In short, a *complete* modern combined arms air-land battle!

■ **Complex Concepts—Playable Mechanics!** The four-page Basic Rules allow players to quickly start playing the game and mastering the system. Later, the Advanced and Optional Rules can be added as desired to allow players to choose the levels of complexity and detail that THEY enjoy.

■ **TAC AIR** is available now for $26.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, Maryland 21214). Please add 10% for shipping and handling to all orders (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.
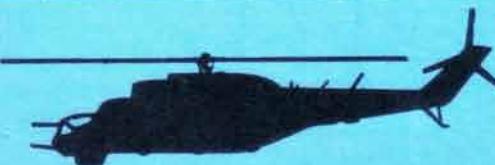
FROM STURDY STOCK
The Peoples of BRITANNIA
By Phil Rennert
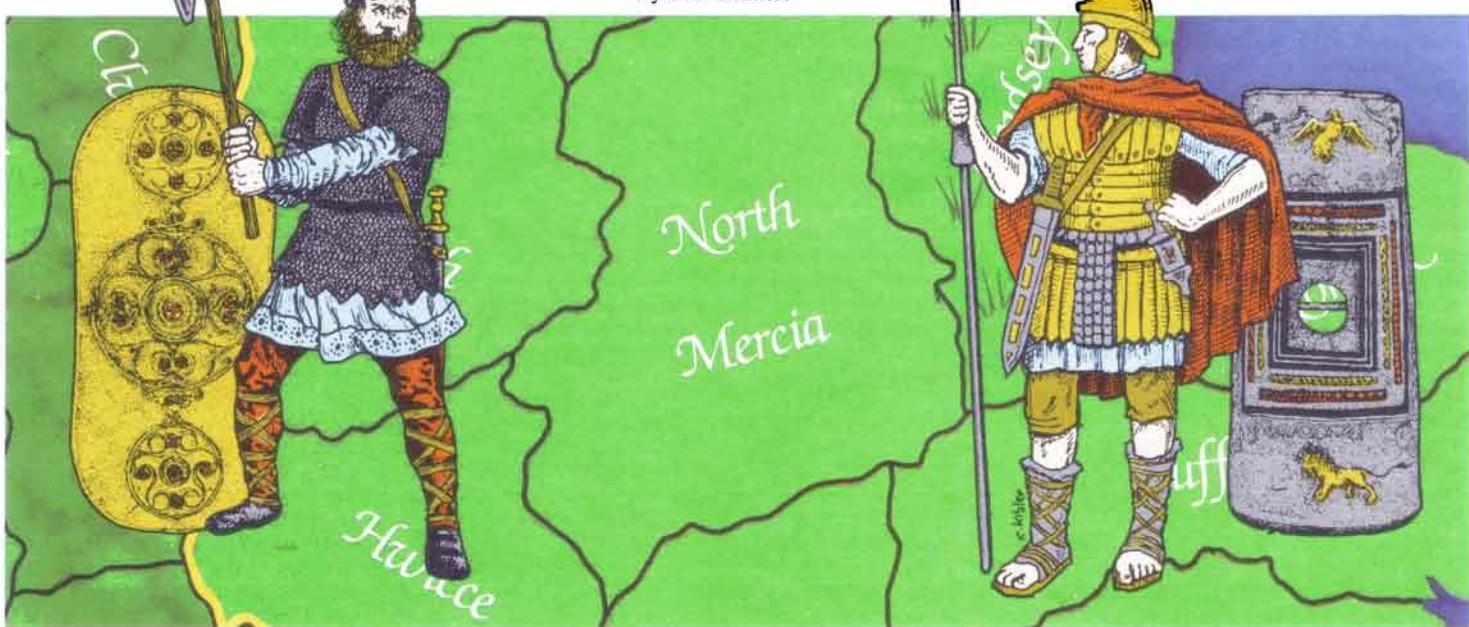
The folks at Avalon Hill have come up with the most interesting new game of the year. Called *BRITANNIA*, it spans a thousand years in the history of Britain, ranging from the Roman invasion to the Norman conquest. Seventeen different peoples compete for dominance in Britain, and waves of conquest wash back and forth across the board. A single turn covers 75 years. The sequence of play is simple: grow, move, fight, and every three turns count victory points. On most game turns, some peoples get exceptional leaders or conduct a major invasion (meaning a double move) according to a fixed historical schedule (which could have had some randomness in it, I suppose, to avoid stereotyping play). An exceptional leader helps his folk for one turn and then dies—a somewhat depressing but accurate view of one man's impact on history. There can also be, in the latter stages of the game, voting for the *Bretwalda* (overlord) or for a King, which gives vent to diplomacy. [*DIPLOMACY players take note: agreements should be kept. You're agreeing to support someone for 75 years; and if he backstabs you, you aren't likely to forget it.*] Different peoples have different objectives, based on historical and territorial imperatives (e.g., the Welsh get points for holding Wales). Mostly, you get points for holding certain areas and killing certain other peoples and leaders.

The game divides into three distinct periods. First, the Romans, with their awesome military potential, roll up the island folk like a rug while everyone else (the other players get points for killing Romans and raiding Roman-conquered areas) tries to stay alive by avoiding the legions. This continues until Turn 5, when the legions are called home to kill each other in Italy. They make their barbarian subjects responsible for their own defense during this brief interruption in service, promise to return, and then, of course, never do. There then follows the "Anglo-Saxon" period of the game, where everyone expands into the vacuum the Romans left. The two largest powers (the Angles and the Saxons) argue over central England, while the Scots and Picts vie for the north and the Welsh and Irish for Wales. This stage lasts until Turn 12, when the Danes open the period of great invasions. Powerful invading

armies come from all directions, and those who were the previous invaders struggle (often unsuccessfully) to survive. Finally, the invaders turn on each other in a struggle for supremacy, culminating in what we call the Norman Conquest (which gives you a hint of who won).

BRITANNIA is a four-player game; it is advertised as for from three to five, but it's at its best with four. (My comments are all made on the basis of four players involved.) At the end, each player adds up the victory points accumulated by the four or five peoples he controlled, and the highest score wins. A full 16-turn game takes less than four hours to complete with experienced players. As in any multi-player game, there's some opportunity for leader-bashing, but in *BRITANNIA* it's not always easy to tell who's winning until it's all over.

I would like to present some strategy suggestions for the various peoples and players, and to give some indications of how to judge who's ahead. For reference in the discussion that follows, the four players are referred to as "Red" (the Brigantes, Saxons, Irish and Norsemen), "Blue" (the Belgae, Picts, Angles, Normans), "Green" (Welsh, Caledonians, Jutes and Danes), and "Purple" (Romans, Romano-British, Scots, Dubliners and Norwegians). But before proceeding, three general comments on strategy come to mind:

1) To do well in the game, read everyone's victory conditions and keep them in mind. Plan a turn ahead. For instance, when a major invasion is due, don't be standing in its path if you can help it.

2) Don't be seduced by the victory points you get for killing Romans in the first stage of the game; most peoples get more points for holding territory. If you burn your forces up early, you won't be able to.

3) Have a strategic plan. Let the peoples you control work together. There are many situations where a people might give up points to enable its "friends" to get more.

BRITANNIA is a fascinating, and simple to learn, game. It covers an enormous span of history, and offers a wealth of surprises even for master players.

THE PEOPLES
ROMANS

Natural Enemies (or natural fodder): Belgae, Brigantes, Picts

Watchword: "Northward for Caesar!"

Strategy: In addition to the Belgae, the Romans can go for either the Welsh or the Brigantes to start. I think the Brigantes are a much better target because the Romans get big points for territory in the north and few in Wales, and because going north lets the Purple player use the Romans and Romano-British to set up a Scottish take-over of Pictland.

I prefer what I call the "Pennines-in-one" strategy, which gets the Romans into the Pennines before the pesky Brigantes can use it as a redoubt. To do this, send two armies against Sussex, Essex, South Mercia, Hwicce, Avalon and Wessex and three against the Downlands; then send three of the armies from South Mercia and Hwicce to the Pennines with the forces from Downlands, Essex and Avalon running interference in North Mercia and York or Cheshire and March. Also take Suffolk. You may have to leave Kent for later conquest. (See Figure 1.)

Next turn, kill as many Brigantes as you can before they submit to you, and go for Dunedin or further north to start killing Picts. Warning: don't let the Brigantes submit while in possession of Cheshire or there is a dirty trick they can pull; they simply move out of it on Turn 5 and you lose three points. Take Cheshire before you reduce the Brigantes to three areas. Leave Wales alone, but inform the Welsh player that any Welsh army that comes out of the mountains dies. Crush any Belgae who aren't in Lindsey. In general, don't try to hold a perimeter; just give most of your high-value Turn 5 forts a guardian legion. Send as much strength as you can spare north. On Turn 3, kill Picts. You can leave the Dunedin fort unguarded to tempt Picts out of the hills. Remember that there's no point holding any fort north of York. By Turn 3, you should have taken Alban or Dalriada—hopefully both. On Turn 4 and 5, kill more Picts if you outnumber them. You want to depopulate the north to clear the way for the Scottish invasion. However,

watch your casualties; you will want to place some Romano-Brits in the north. Don't lose York or Cheshire if possible; they're high-value areas and good starting places for the Romano-British units.

This strategy can make the Romans a high-scoring people for you (my record is 56 points). However, watch out for the unsophisticated opponents who will think you are the leader just because you have more points. Try to convince such novices that Purple actually is not one of the favored players (which is true), so that they need not gang up on you.

Expected Points: 40-55

ROMANO-BRITISH

Natural Enemies: Angles, Saxons

Watchword: "What can we do for our friends?"

Strategy: The Romano-Brits combine very low scoring potential with significant military power, so I say forget about scoring and use them to set up someone else—and the best choice is the Scots. Replace the eight northernmost Romans with Romano-British pieces. The York/Cheshire armies, and anyone else who can, should go to the Pennines; no Romano-Brit can survive for long farther south with both the Saxons and the Angles gunning for them. The armies in Scotland should kill Picts and/or Caledonians, but make sure that at least two survive Turn 6 so Arthur (Camelot in kilts?) can make a killer-stack on Turn 7. It's a shame to use cavalry in the mountains where they won't help you as much. As a result, nobody in England will be riding horses in battle for 500 years, until William realizes that horses belong in the plains! You won't accumulate much of a Romano-Brit score this way; but if the Scots take Scotland they can make up for it in a major way. If Arthur or some cavalry can be spared from the north and Hengist is in a vulnerable position, go for him with a wild ride (making sure to cut off his retreat). However, the north comes first.

Expected Points: 0-5

BELGAE

Natural Enemies: Romans

Watchword: "Roll sixes until you die!"

Strategy: Not much of one, since they will be mostly or totally wiped out before they can even move. The Belgae are the only people who should think exclusively of killing Romans. Pull any remnants into the Lindsey swamp and wait for shots at unguarded forts. If you're still there on Turn 4, consider holding an area or two for points. Send everyone in *kamikaze* attacks on Turn 5; there's no point in living longer.

Expected Points: 0-10

WELSH

Natural Enemies: Irish, Norsemen

Watchword: "Men of Harlech, stand ye steady. Wales for the Welsh!"

Strategy: The Welsh can be one of the largest scoring peoples just by holding Wales for the entire game. This means you must go light on casualties caused by expeditions outside the boundaries of Wales. Since you only get one point for killing Romans, let them be unless you're pretty sure of being able to get home alive or you're near maximum population anyway. Defend the line of rough terrain from Clwyd to Devon. If the Roman player goes after you seriously (not his best strategy), submit and save yourself for later.

Your main problem is the Irish, whose purpose in life is to make Wales into "Ireland East". Keep your territories covered to deny them convenient

Figure 1: The Initial Roman Invasion—on the first half of the turn, two armies take Wessex, Sussex, Avalon, Essex, South Mercia and three armies seize the Downlands. The second stage positions are shown here.

landing spots; concentrate and crush any Irish landing as soon as the odds are in your favor. If you do this successfully, you should be in good shape to convince the Norsemen to sail elsewhere when they appear.

Remember that you can get six points for doing a cameo appearance in York; consider slipping someone into the Pennines or Lindsey on Turn 6 or 7 to wait for Turn 8.

Expected Points: 35-55 (if they hold Wales)

BRIGANTES

Natural Enemies: Romans, Angles, Danes

Watchword: "Hold Strathclyde and Galloway, and be flexible."

Strategy: This is possibly the most variable of all the peoples of *BRITANNIA*; there are so many things that can happen to them. The basic strategy is to take to the mountains (Galloway and the Pennines) when a large invader comes around, then come out after he leaves. Plan to stay alive the whole game, conserving numbers and going for territory. Submit to the Romans if you have to, and even to the Angles if you have to. Diplomacize, and look for weaknesses among your neighbors and expand there. Whenever possible (i.e., no one's going to kick you out), grab any open territories of the center map to increase population. Look for opportunities to go into Pictish territory, but make an agreement with a strong Pict player to have him leave Strathclyde alone. Defend that at all costs. If you can't, go to the Galloway redoubt and wait to take it back.

Expected Points: 25-35 if you go the distance; less than 10 if the Romans or Angles really go after you

PICTS

Natural Enemies: Scots

Watchword: "No, this is Pictland!"

Strategy: You can get a lot of points for simply holding what you have (the biggest chunk comes on the last turn of the game). Keep your casualties down unless your population is at maximum. Never challenge the Romans in open terrain, or attack Roman legions (although unguarded forts may be worth the risk).

Try to blow the Caledonians out of the northern part of your territory (as you define it). Since the terrain is so favorable for defense, the best time to kill Caledonians is before they are born; keep their increase low. Caithness is the key. I recommend hitting it with three armies on Turn 1, before he has a chance to move a second defender in. If you can take it, you can hold the Caledonians in the outer islands where the Norsemen will eventually come to finish them off. Consider taking the Orkneys or the Hebrides to increase your growth and decrease his, but remember the Scots are coming.

Encourage the Scottish player to raid and waste his strength in the south. When Fergus comes, pull everyone into the hills in large groups. If the Scots have six or seven armies, concede them Dalriada and Dunedin. Rarely try to hold Dunedin on a victory point turn; somebody stronger than you usually wants it. After Fergus, come out and try
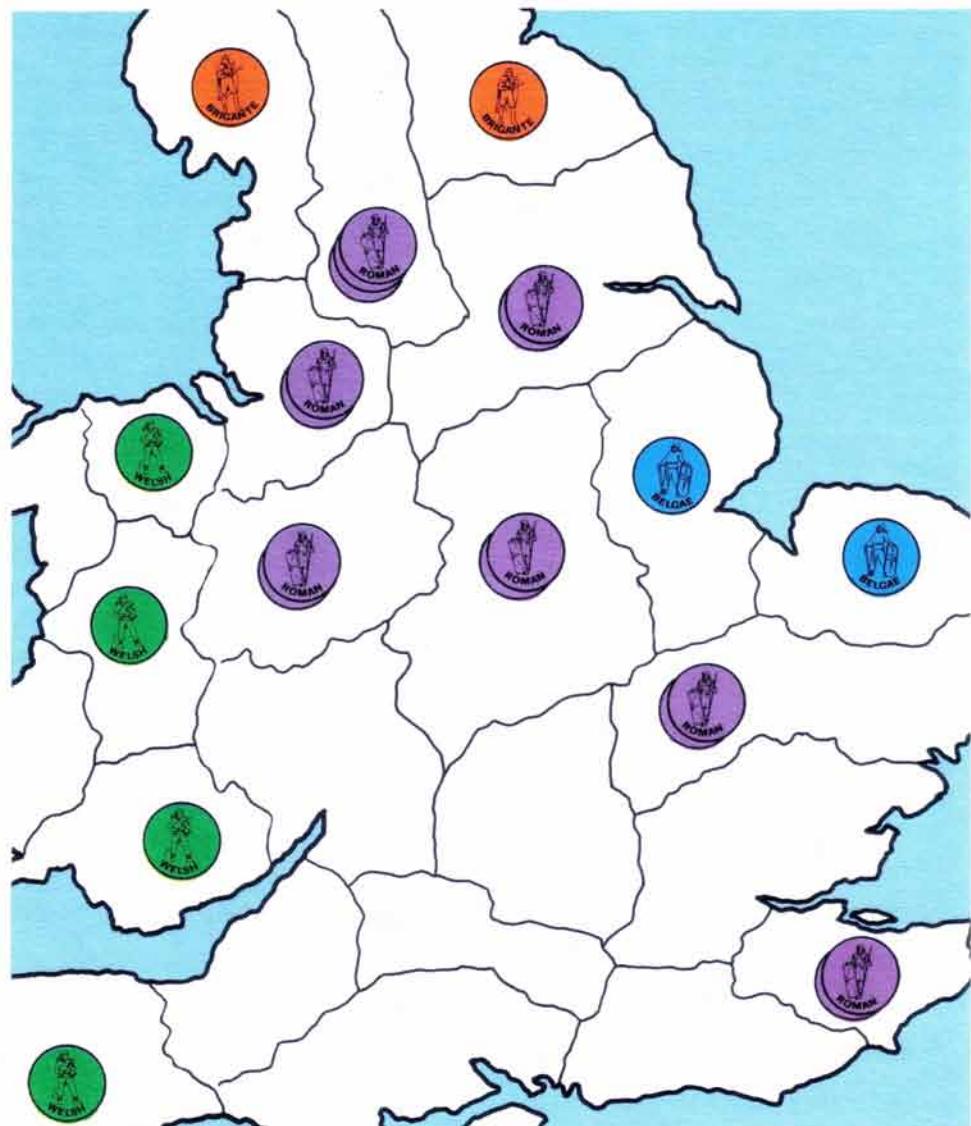
Figure 2: The Irish/Saxon Attack on Wales begins with two Irish armies attacking each in Cornwall and Avalon on Turn 6. During the Saxon move of Turn 6, four Saxon armies under Hengist invade Devon; during the second stage of the invasion, they move to Gwent. The Irish then, on Turn 7, attack from Cornwall into Devon, retreating (hopefully) any Saxons to Wessex.

to wipe out the Scots or drive them from your territory. If you can, try to expand into the open region to the south to increase population; but securing the hills comes first. Strathclyde is everything to the Brigantes; attack it to hurt them or threaten it to get them to yield you other southern areas.

Expected Points: as high as 60 if they dominate Pictland the whole game; only 10-15 if the Romans and Romano-Brits pave the way for the Scots

CALEDONIANS

Natural Enemies: Picts, Norsemen

Watchword: "De-fense! DE-fense!"

Strategy: All you want is to hold your three starting territories. rarely go outside of them. Sit there quietly and grow slowly. If the Pict player doesn't take Caithness on Turn 1, move the Orkneys' army in to hold it. Your objective is to build to your maximum with two armies in each area. Usually you only attack to relieve overpopulation. Push for "barbarian solidarity" (i.e., the Picts should leave you alone). Roll lots of sixes when the Norsemen come.

Expected Points: 10-20

IRISH

Natural Enemies: Welsh

Watchword: "Ireland (East) for the Irish!"

Strategy: Don't waste your limited strength raiding. The Irish can make a lot of points by taking and holding Wales. Encourage the Roman player to go after the Welsh, and the Welsh player to burn himself up against the Romans. Build up strength before you land; a good first site is the rough terrain in Devon/Cornwall if it's not strongly guarded. Gain a toehold and expand it, but watch the casualties. Your growth will be slow at first. Don't be seduced by Avalon or Cheshire or Cumbria unless they're wide open or covered by your Saxon friends. Usually someone stronger will kick you out. The main chance for the Irish to have an impact lies in Wales.

Expected Points: up to 30 if they take Wales; otherwise, 5-10

SCOTS

Natural Enemies: Picts

Watchword: "Scotland Forever!"

Strategy: Again, don't waste strength raiding. Unless some area is wide open in the north on Turn 4, wait at sea until Fergus arrives. Then go after the Picts, taking Dalriada, Skye and whatever else you can get. Don't take Dunedin on Turn 7 unless the Angle agrees to let you have it. After that, your goal is to liberate Scotland from the Picts; ideally you want to expand and take the whole north. You can score high if the Scots supplant the Picts totally. Don't waste either attack on Turn 7; this is the only time you'll have a leader to negate the Picts' mountain fortresses. But watch your casualties. You will grow slowly, and should be happy with that. If the Pict player has two armies in the mountains, wait until you can mass four to go after them.

Expected Points: 25-35 if the Picts are wiped out; otherwise, 10-15

JUTES

Natural Enemies: Saxons

Watchword: "If we're still around in 1085, it's a miracle!"
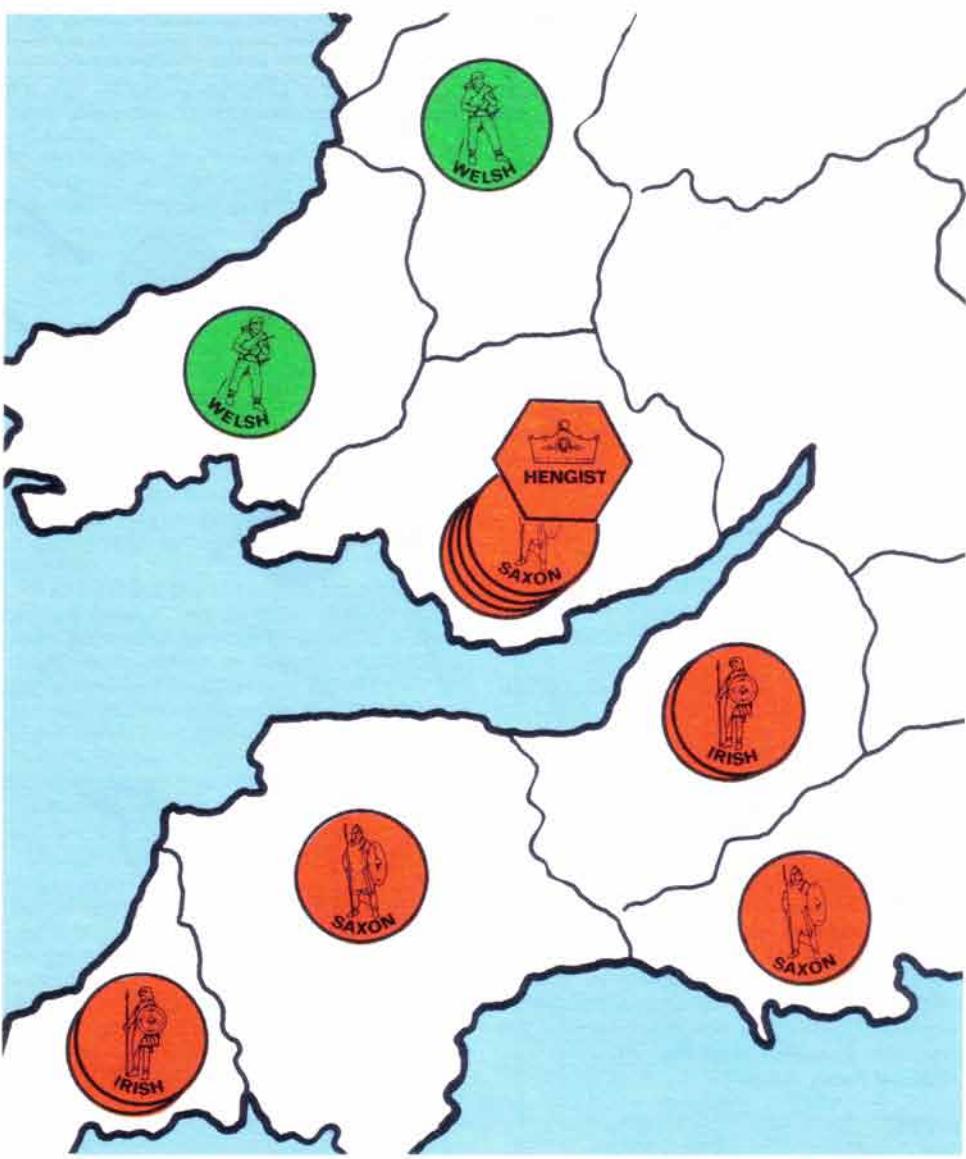
Strategy: The Jutes are one of the lowest scoring peoples, held down by their lack of numbers. Take a raid on an unguarded Roman fort if you can get one; it may be the only way you'll get points. Consider going after a legion and fort on Turn 5. You have some potentially high-scoring areas as targets, but the Saxons move after the Jutes and will probably blow you out before the turn ends.

Negotiate with the Saxon; grovel even. He might leave you alone on Turn 4 (but not after that). If he does, grab any of your scoring areas which are open that turn. Otherwise, hole up in the Downlands and wait for opportunity to knock, though you'll probably die out before it does. Another possibility is to give up any idea of scoring points for the Jutes and use them to help your Green buddies kick the Irish out of Wales.

Expected Points: 0-5

SAXONS

Natural Enemies: Angles, Danes, Normans

Watchword: "Grow and conquer!"

Strategy: The Saxons are one of the highest scoring peoples, and will win or lose the game for the Red player. Don't waste their strength on the Romans without at least three armies against an unguarded fort on Turn 4 (six against a legion and fort on Turn 5). When the Romans leave England and Hengist comes, grab all of the south and central areas that you can (also Devon and Cornwall if they're open). Negotiate or fight with the Angle over

the south-central strip common to both. Your vast fertile farmlands will give you a growth rate of three units per turn, and your numbers (plus the Brigantes' vote) should make you Bretwalda/King every turn if all goes well.

If you can get the Welsh player to accept that everything east of their mountains is yours (and maybe Devon/Cornwall as well), try to get their aid against the Angle. You could use your major invasion to give Devon and Cornwall to the Irish (see Figure 2). However, it's not worth making an enemy if the Welsh would otherwise have gone after the Angles. When the Danes come, get out of their way (or hold in large groups). Remember they only need to pass through to score points. When the Normans come, you'll probably be wiped out. But that's okay, the points are in the bank. Hide in rough terrain (Cornwall and Devon are the best), put Harold with four armies in the rough, and try to keep him alive to see the dawn of a new age in England.

Expected Points: Including the points for Bretwalda/King, 60-75 if you dominate England; 40-50 if the Angles do.

ANGLES

Natural Enemies: Saxons, Danes, Norwegians

Watchword: Like the Saxons, "Grow and conquer!"

Strategy: Like the Saxons, the Angles are one of the highest-scoring folk and will win or lose the game for the Blue player. The Saxon suggestions

apply just as well for the Angles. Watch your casualties in the major invasion; you will need numbers for your main task of holding central England. If the Red player is doing well, you must crush the Brigantes to win. Hold your leaders' birthplaces strongly the turn before they arrive on the scene. Since you move after the Saxons, the Angles can count how many territories they need to claim the Bretwalda-ship or Kingship, and go after them. When the Danes and Norwegians come, get out of their path and hide in rough terrain. Don't be too dogmatic about holding York; many folk seem to want it. Try to get the Welsh player to help against the Saxons; point out often that the Red player is leading in points (whether he is or not). Consider sending some armies north if your Pict friends need help.

Expected Points: 60-70 points if they dominate England; around 40 if the Saxons do. But only 20 if you really blow your major invasion with high casualties.

NORSEMEN

Natural Enemies: Caledonians (or whoever's in their place), Welsh

Watchword: "What do you mean, our boats can't reach there?"

Strategy: The Norse have a tourist list (areas to visit anytime between Turns 12 and 16) and a settlement list (to hold on Turn 13). The problem is that once your boats land, they don't have the range to get from the north to Wales or vice versa. Cheshire is the only exception, and is a good resting place and keeps your options open. If you can, keep the men at sea on Turn 12. Remember the overpopulation rule, which limits what you can bring ashore unless you find some open territories to support them. Most of the Norse points come in the north (you should definitely hold the Orkneys/Hebrides/Cumbria on Turn 13). But the north is apt to be strongly defended. Look for any weaknesses to help decide which way to shift your reserves. Remember you get points for anywhere on Turn 16.

Expected Points: 15-20

DANES

Natural Enemies: Angles, Saxons, Norwegians, Normans

Watchword: "Whatever's not nailed down is mine!"

Strategy: Conserve your numbers on your turn of raiding; you'll need them for the big points. Negotiate with the players of the Angles and the Saxons to clear out of the way on their Turn 11; offer to take your points and then vacate for them to reoccupy for points on Turn 13. Grab lots of areas if possible on Turn 12 for maximum growth. Hide in rough terrain or large groups on Turn 13, then roar out again on Turn 14 led by Canute on Turn 14. Run away again on Turn 15, and stay clear of the Norwegians and, especially, of the Normans; then see what you can get on the last turn.

Expected Points: 30-45

DUBLINERS

Natural Enemies: Angles, Danes

Watchword: "How bad do you want York?"

Strategy: Don't waste your time raiding; wait for the major invasion. Negotiations consist of informing all and sundry to expect seven Dubliner armies in York on Turn 13. In practice, three or four may be enough. Grab Cumbria as well, and one or two other areas (seven armies need four areas to support them, or someone starves). Run away and hide after Turn 15 (the Pennines and Galloway are good places). Try to come back to York or Cumbria on Turn 16. The Dubliners are not a high-scoring people, but the Purple player will need every point he can get.

Figure 3: The Dubliner/Norwegian maneuvers are tricky. On Turn 13 the Dubliners invade, placing four armies in York and one each in Cheshire and Cumbria. On Turn 14 the four go to the Pennines and the others remain in place. On Turn 15, the Dubliners move the single armies to Hwicce and Dunedin. On Turn 15 the Norwegians invade, clearing York, North Mercia, Bernicia, Cheshire, Lothian (in the first half) and March, Strathclyde and move through Cumbria back into Cheshire (in the second half). On Turn 16, the Dubliners then move three armies into York and one into Cumbria while the Norwegians take all the areas they can (including those just vacated by the Dubliners).
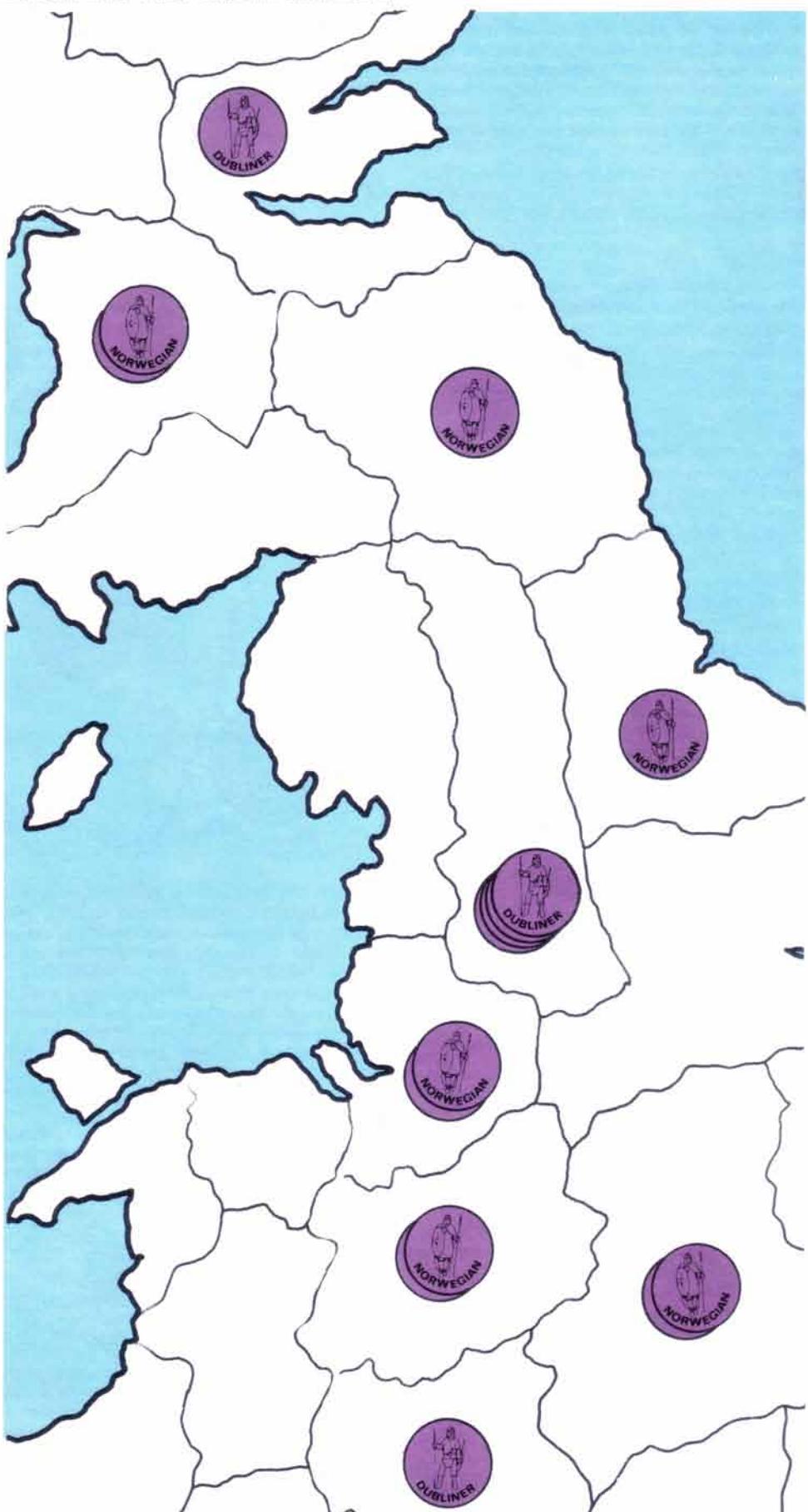
Expected Points: 0-10

NORWEGIANS

Natural Enemies: Angles, Saxons, Normans

Watchword: "What's ours is ours!"

Strategy: Loudly announce your determination to take all five of your areas on Turn 15; then do it. The Norwegians and the Dubliners should go through a little dance to avoid attacking each other; ideally, it goes something like this (see Figure 3):

Turn 13—Dubliners take York, Cumbria and Cheshire

Turn 14—Dubliners take Pennines, and hold it strongly

Turn 15—Dubliners put three or four armies in the Pennines, with their other armies somewhere the Norwegians don't want (Lothian, Dunedin, Galloway, Hwicce—but not Cheshire). The Norwegians invade, and on the first turn grab Cheshire. On the second stage, they go into and out of Cumbria, ending in Cheshire. Grab all of the VP areas, but don't leave anyone in York. Spread out if you can to earn maximum reinforcements.

Turn 16—The Dubliners leave the Pennines and other areas and go into York and Cumbria. Any excess Dubliners should be settled out of the Norwegians' path (in Scotland if they're not in the Scots way; or go south to slow down the Normans). The Norwegians grab the Pennines and all English areas they can hold. Leave Harold either with a big stack, or too far north for the Normans to reach him. If this strategy works to perfection and the Scots take Scotland, the game can end with the mapboard covered in purple from the Norse in the Hebrides/Orkneys to the Angles in Mercia. In which case, the Purple player will probably win the game.

Expected Points: 15-20

NORMANS

Natural Enemies: Saxons, Danes, Norwegians

Watchword: "This is our land, from the Sherwood Forest to the . . ."

Strategy: You have the best army in the late game, but only two turns to use it. Try for everything on your list, plus Harold's (or Harald's) head on Turn 15. Spread out or kill Harold to earn reinforcements. If Harold is too well defended, let him go to conserve your forces. You want to be at maximum for your kingship on Turn 16. *Don't lose William.* Remember that the Normans move last, so carefully count what you need and go for it. A reliable medium to high scoring people.

Expected Points: 25-35

THE PLAYERS

For reference, adding up the expected victory points for each people (using the middle of each range), we get the Purple player scoring 102.5 points; the Red, 112.5 (90); the Blue 112.5 (87.5); and the Green, 100. The two numbers for the Red and Blue players differentiate between what happens if the Saxons dominate England, or the Angles do. With this in mind, let me summarize the player positions.

With inexperienced players, or if each people were to seek its own victory condition independently, the Red player has the edge, followed by the Blue; Red's dominance over Blue comes from Red's having two peoples in England (Brigantes and Saxons) and thus a good shot at the lion's share of the Bretwalda/King votes.

With experienced players involved, however, the game is well balanced. Some of the reasons for this:

1) For the Purple player to have any chance at all, he must wipe out the Picts with the Romans and Romano-British, to leave Scotland to the Scots.

2) When the last Pict dies, Blue has lost his edge and is in big trouble, leaving the game to the Red player. However, there is something that Blue can do about it, and which benefits himself in the process. Use the Angle major invasion to wipe out the Brigantes or drive them into submission.

3) Once the Brigantes are crushed, the Red player is hurting. And this set of circumstances can leave the Green player with a clear chance of winning. However, there is an option for the Red player to pick up a few points at the expense of the Green—a joint Irish-Saxon attack on Wales on Turn 6. This assault should almost certainly be made if the Welsh are weak (say, only one army per space), but can be costly if the Welsh are strong. Some diplomacy can be useful here; the Red player should determine whether the Welsh are going after the Red or Blue (once the Welsh are maxed out, they have to go after somebody or squander their growth for nothing); if he's attacking the Red anyway, grab the points. If not, consider letting the Blue Angles suffer the attrition.

If all these things come to pass, the game is very well-balanced; it's not uncommon for all four final scores to be within ten points of each other. If there's one inexperienced player, however, he can change the course of the game and hand it to the one opponent he should be attacking. The most inexperienced player should be given the Green peoples to play. Green's position is basically defensive until the Danes appear, and they affect the course of the game the least. The most experienced player should probably get the Purple peoples. Here's my analysis:

Red—Most favored to win, if you can keep the Brigantes in the game. If the Brigantes are viable and the Saxons dominate southern England as usual, you'll be Bretwalda or King every turn. Possible sandwich attack on the Angles. If the Irish are around, your Norsemen can combine with them against Wales. The Saxon invasion Turn 6 can be used to give the Irish Devon and Cornwall. However, Red is vulnerable in that the Brigante's Strathclyde is the most valuable single territory around.

Blue—Next best chance at winning. It all rides on the Angles; keep casualties low and dominate England with them. If the Picts remain strong, you'll amass many points on the last turn. Use the Angle major invasion against the Brigantes. Look at a possible sandwich attack on the Scots as well, helping the Picts with the Angles. Then help the Angles (if they are still around) with the Normans on Turn 16.

Green—It's possible to win. If the Caledonians hold and the Welsh hold and the Danes romp through, and neither the Red nor Blue player is doing very well as they fight each other, it could happen. Attack sparingly in the early game with the Welsh and Caledonians; keep their population up. Since the Jutes are worthless, attack Romans with them if opportunity knocks; or go help the Welsh. After the Welsh beat the Irish, they have some excess military potential; use it against the Angles or the Saxons, whoever you perceive to be doing best in the game.

Purple—A Purple victory is an accomplishment. Impossible without a very strong Scotland. Use the Romans and Romano-Brits to set up Scotland. A possible Dubliner/Scot attack on the Brigantes offers some points. Coordinate the Dubliners and the Norwegians very carefully; it's easy to screw up and have to attack yourself. Purple is the balance player in the late game. Use the Norwegians to go after Red or Blue—whoever's ahead.

It's often hard while playing *BRITANNIA* to tell who the leader is. As a guide to who's doing well, here are some "reasonable" points ranges. If you are above these ranges, you're probably on your way to a victory; if you're below, you might well be out of it.

	Purple	Red	Blue	Green
Turn 5	40-55	5-20	15-30	15-30
Turn 7	50-65	20-45	30-45	25-40
Turn 10	60-75	35-70	45-70	45-75
Turn 13	75-85	60-95	55-80	65-90
End	105-115	70-120	95-120	75-110

Note that these point ranges can be used to generate alternative short-game scenarios. Simply divide each range into thirds: "Below Range", "Low", "Medium", "High" and "Above Range". A player wins if his score is better than any other player's, substantially if it's two steps better, and decisively if it's three steps better. (For example, if playing to Turn 5: Red has 34 points and the next best player is only in his own "medium" range, then Red has won a substantial victory.) If the leading players are in the same section of their ranges, then the game is a draw.

To tell with a glance at the mapboard is a bit harder. But there are some guidelines for players. Red is looking at a victory if the Saxons are doing well, or the Brigantes are doing well, or the Irish are taking Wales. If the Picts are strongly entrenched, or the Angles are doing well, then the Blue player looks to be winning. If the Welsh and Caledonians are holding their areas, and neither Red nor Blue are dominating England, then Green is in fine shape. For the Purple player, if the Romans have made 50+ points and the Scots are overrunning Pictland, you can hope for the best. ☆

CONTEST 141

You are the Blue player in a four-player game of *BRITANNIA*, and things are not going well. Your Angles have been pushed back to strongholds in the Pennine mountains, and William's Norman army has been bludgeoned. It is now the start of the Angle move on Turn 16. You count points and realize that if you make no moves at all, your score will be 100 points—putting you dead last behind Purple with 105, Green with 106 and Red with 115. You will get one Angle army due to population increase, and one Norman infantry army is waiting in the English Channel. Consider only the following forces (plus your new units) in your solution.

Things look bleak, but it's not over yet! Your task is to specify the moves for the Angles and the Normans that will guarantee a win for the Blue, no matter what anyone else does (use the ''diceless battle resolution'' procedure below to resolve conflicts).

Diceless Battle Resolution:

1. Add up the value of each side in the battle. For an infantry army, count ''2''; for a cavalry army, count ''3''; if a leader is present, add ''1'' for each army; if attacking in the hilands, subtract ''1'' from each army.

2. In the first round of the battle, the side with the smaller total point value suffers one unit lost. If the values are equal, both sides suffer one loss. In each subsequent round, both sides suffer one unit lost. As usual, either side has the option to retreat after any round of battle.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Simply indicate the move of each Angle and Norman unit in the space provided. Ten winning entries will receive merchandise from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest 141 will appear in Vol. 24, No. 6 and the list of winners in Vol. 25, No. 1 of The *GENERAL*.

DESIGN ANALYSIS

PzKw VIa				15	A	12
ABS 3.2"	12		GUN 88mm/L56		Eff Rng	3000m
ABF 4.0"	12		AMMO 92	PEN 4.9"	2 MG	34
GPres 14		8	Wt 60.5t		HPWt	11.6

ERRATUM BRITANNIA

By Bruce Shelley

The following are the official changes and clarifications for *BRITANNIA*. Readers will find that instituting them will eliminate most rules arguments and generally make the game more challenging to play.

TURN RECORD TRACK:

Turn 5: Add a parenthesis before ''English Channel)''.
Turn 7: Add a parenthesis after ''(Irish''.
Turn 8: Add ''1 Irish (Atlantic)''.
Turn 8: Add a parenthesis after ''(Irish''.
Turn 9: The word ''if'' should be in italics, as it is in the Turn 10 quote.
Turn 11: Add a parenthesis before ''785-860)''.
Turn 11: Delete the *s* in ''**Egbert** Saxon leaders''.
Turn 11: Add parentheses before and after ''North''.
Turn 11: Add a parenthesis before ''Frisian)''.
Turn 14: Should read ''3 Dubliners'' (not 2).

VICTORY POINT CARDS:

ROMAN-BRITISH: ''Kill Hengist'' should be on a separate line.
DANES: Add ''1'' after the Turn 11 statement. Add ''S. Mercia'' to the areas worth two points in Turn 12.
JUTES: Add ''Kill King Arthur (3)'' to the *During Any Game Turn* listing. Add under *Notes* the

following: ''3. Cannot land north of Cornwall on the West Coast or north of Mar on the East Coast.''
ANGLES: Add ''S. Mercia'' to areas worth one point in Turn 7.

RULES:

5.4: The accompanying example is wrong. A move from Cheshire to Skye is not legal according to rule 5.16. It should be read as Cheshire to Dalriada.

5.4 and 9.1: What constitutes a ''boat move'' needs to be clarified, as follows: ''A unit moving by boat counts the sea area it moves into as one move and the area it lands in as its second move; it can move no further. A unit with a leader, a cavalry unit, or a Roman unit could make a third move, either before moving into the sea area or after landing at a land area.''

7.1: The rulebook states that ''Raiders'' are denoted by bold italic type on the board, when in fact they are listed in simple italics.

10.4: Add ''The Romans build more than 25 forts.''

10.5: Add ''If there are no Romano-British units on the map and there are no vacant areas, Arthur and his cavalry units do not appear.''

12.1: Add ''There is no vote for Bretwalda on Turn 16 even if no King is elected.''

☆
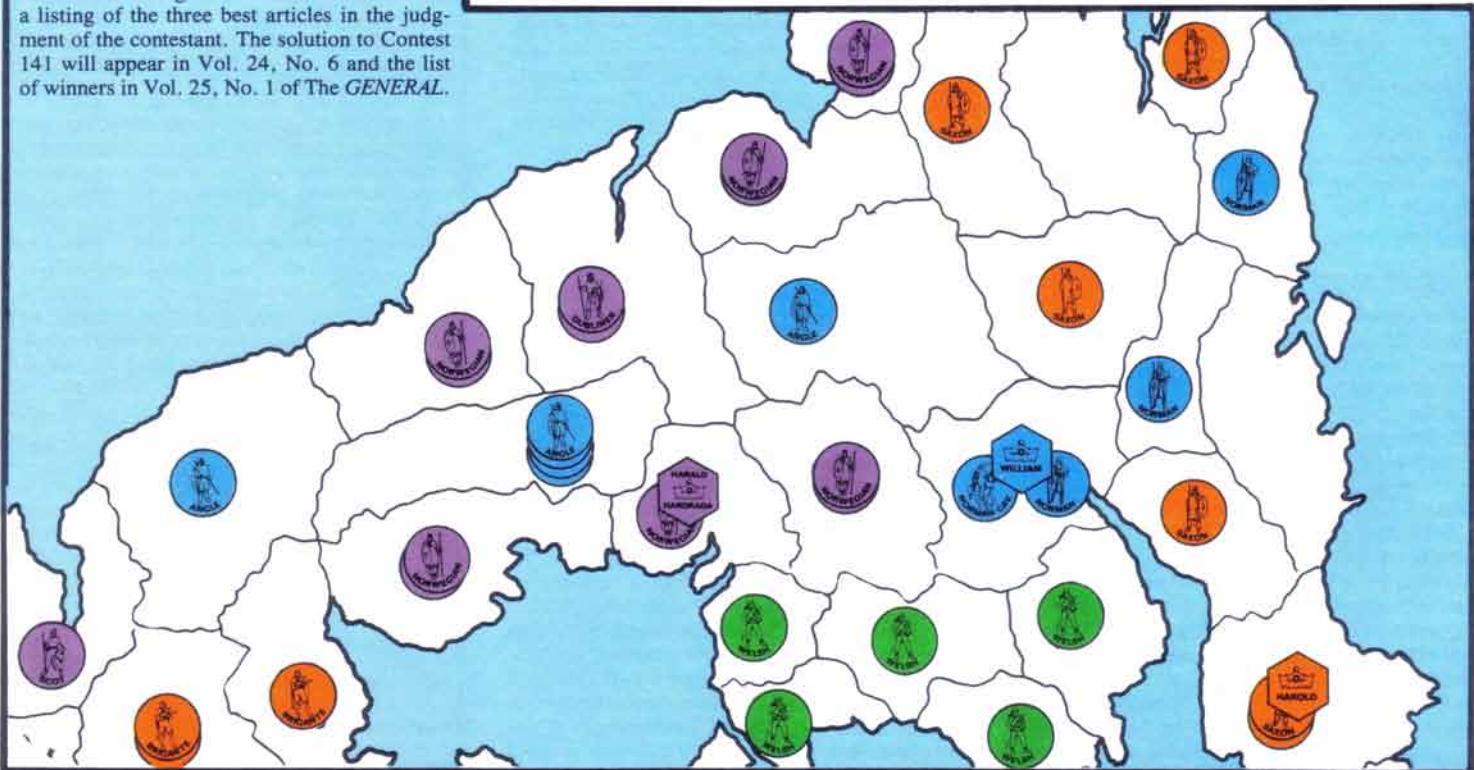
THE ROMAN INVASION OF BRITANNIA
Kill 'Em All and Let God Sort 'Em Out
By Rex A. Martin

Even though the Purple faction faces the most difficult path to victory, it seems that every game I engage in brings a clamoring to play that poor disparate group of peoples. Some of this desire among my gaming cronies is traceable to the challenge—laurels if you win, or a hearty pat on the back for a "darn good try" if you don't. But there is also that lurking appeal of being able to kick everybody's collective butt for the first three turns of the game, with the added incentive being that the better you kick, then the better your chances of winning *BRITANNIA*.

The Roman military machine, in this game anyway, is truly awesome. Not in size perhaps (some of the other peoples may eventually have more pieces on the mapboard), but certainly in special abilities. To have hope for victory, the Purple player must make fine use of these Roman advantages, both obvious and not. On the mapboard, in conquering England and then holding on to as much of it as long as possible (or at least until 410 AD), he has the advantages of speed, concentration, fortifications, battle prowess; off the field, among the players, he must make use of negotiation from strength, offering leniency for submission or concessions and threatening extermination, while setting the pace of the game in these opening decades. Let's take a look at the implications of some of these facets of Roman play.

The first thing that catches the eye of any wargamer when skimming through the rulebook for *BRITANNIA* is all the exceptions to standard practice when considering the Romans. For instance, while most of the barbarians have to plod along with being able to move only two areas a turn, the Romans may move up to three. While most peoples have limits on their stacking, these are eased for the Romans—allowing them unlimited stacking in any open area and double the norm for any hiland area. With 15 pieces to start the invasion with and the enemy tribes spread out one piece to an area, the Roman player will be able to make good use of the Overrun rule (5.3). In battle, the Romans have a 16% better chance of eliminating an enemy piece, and themselves are harder to eliminate by 16%! And, once the Romans have cleared an area of the barbarians, their departure doesn't leave it open to the wolves; a Roman fort is placed that acts like an immobile army to hold it for perpetuity (or, at least until Turn 5). All in all, the Roman military is the most powerful in the game.

In conjunction with this military might, the perceptive player will quickly catch on to the fact that he doesn't necessarily have to wield his military mightily to get what he wants. The actions of the Purple player in these first turns will, to some extent, set the course of the game. If he decides, for example, that he is intent on crippling the hopes of the Welsh (and hence, of the Green faction in toto), he might ignore all else to force them into submission and so keep them from gaining points for several turns and halt their growth entirely under his reign. Such an action can change the entire complexion of what comes after—both for his other peoples, and those of the Red and Blue players as well. On the other hand, he could instead use the mere threat of such a pogrom to gain concessions or neutrality from the Welsh while the Romans he off to crush, say, the Brigantes. If you hope to play the Romans well, you must *study* the lists of possible victory points that the other peoples on the mapboard (the Belgae, the Picts, the Brigantes and the Welsh) can gain so you can find those sensitive

spots to "mention" in negotiations. Even the lowly Belgae have something to offer Rome, so consider "astute diplomacy" as another advantage to pursue.

So, what do you do with all these advantages? Overrun Britain, of course. The biggest block of points that the Purple faction is likely to get will come from the actions of the Romans. If high, it makes them a target and gives all the other factions a goal; if low, the Purple player has no further role in this game than as a "spoiler" (which, in itself, can be a lot of fun). Looking over the Roman *Victory Point Card*, it is apparent that *everything* south of Mar-Moray-Skye offers them points. The three highest valued areas for them to conquer (Alban, Dunedin, Dalriada) all begin the game under Pictish control at the extreme edge of your interest. The next most valuable regions (Pennines and York) lie in the midst of the Brigante holdings, about halfway to Scotland from where you invade. And the least valuable (only one-half VP each) are the areas of Wales. If the Roman player should take everything south of Mar-Moray-Skye, he would amass some 36 points.

With your Roman force pouring ashore from the Channel, the Purple player has several options open for amassing points. First, he must consider how much risk he is willing to accept to gain these. In other words, does he keep his army massed, settling for a few areas each turn with multi-unit stacks rolling forward to assured victories in battle? Or does he push that single unit one extra area in the hopes of clearing it of barbarians too, and in the process open up more options for his next turn? Does he go with the "sledgehammer" approach to cracking the barbarian hold on England, or the "diffuse" spread to seize as much as quickly as possible but risk higher casualties? Does he form defensive bastions by leaving behind a unit or two in the south; or does he go "hellbent" for the north with everything available? Does he ignore the north and concentrate on the Welsh? Does he seek to clear the hilands of Scotland in preparation for the arrival of the Scots? The possibilities, and the considerations, are really quite numerous if you exercise a bit of imagination.

Virtually any approach the Romans take will likely net them some victory points for conquest. But the repercussions of some actions may cost them even more—and that's the gist of this article. Your 15 Roman pieces face an island held by some 37 barbarian pieces (initially; these will grow more little barbarians), a number of these in the defensive positions of the hilands. To gain as many points as possible is a matter of clever play, with a seasoning of luck. This task is what makes the Purple faction so difficult, and intriguing, to play. Your possible paths to the conquest of Britain are limited in number, but with many twists and decisions along the way. Let us explore them.

THE DRIVE UP THE EAST COAST

The Romans can land in any or many of the areas washed by the Channel. Since their first turn constitutes a "Major Invasion", and since they can possibly move as much as three areas each half of the invasion, it is perfectly possible that they can reach Bernicia on the first turn. This is precisely the goal of the "East Coast Drive". The end result of this sledgehammer attack is to wipe out the Belgae quickly and project Roman forces into the north in

a hurry.

During the first half of the invasion, two Roman armies go into each of Wessex, Sussex, Kent, Essex, Suffolk and South Mercia; three invade the Downlands to insure that no pocket of Belgae resistance remains behind and to anchor the flank. Only the Belgae in Suffolk and South Mercia can possibly survive to retreat, and their chances of that are slim. The Belgae have been reduced to their Lindsey-North Mercia-Norfolk line. Only Lindsey, should the unit in Suffolk manage to retreat there, could possibly offer any check to your second-half push north. (A note regarding the order in which you resolve battles is in line for those new to the game. Usually you want to do so from south to north, both to insure that the enemy cannot retreat and to insure that the option is open to you if you feel pressured in combat.)

In the second phase of the invasion, the Romans in Sussex go to North Mercia; those in Kent to Norfolk, and those in the Downlands to Lindsey. This puts paid to the Belgae before they can propagate or move. The rest of your army drives northward, leaving forts in their wake: Essex to York, South Mercia to Bernicia, Suffolk to March. (In point of fact, the attack on March is merely a sideshow to gain some leverage on the Welsh; if previous combat has been such, you may need these troops to replace casualties or to help overrun North Mercia or Lindsey if some Belgae have retreated there. You might even try for a jab at the Pennines from Suffolk, a potentially serious blow to the Red player if successful.) The Roman forces left in Wessex are moved to garrison positions, and are prepare to occupy any vacated Welsh holdings in England.

There are variations on this eastern drive. You could, for instance, ignore Bernicia and March to concentrate these forces in the Pennines, splitting the Brigante kingdom asunder. And, of course, catastrophic losses can throw any plan out of kilter. But by the end of Turn 1, you should have secured a springboard from which to seize Strathclyde and Dunedin and Cheshire (most important for later VP) on the second turn, and take Dalriada and/or Alban on the third. Remaining Roman forces to the south can harry the Welsh out of England and/or force the Brigantes into submission. Your projected point total for the three turns would be in the neighborhood of 26 to 32 VP. Only Wales escapes the Roman wrath.

Turning to the diplomatic aspects of this approach, you've nothing to say to the Blue player as you aim to exterminate the Belgae and cripple (if not destroy) the Picts. But you've much to say to the others.

First, the golden-tongued Roman should speak to the Welsh. Point out that you want only Hwicce and Avalon, and that it is never too early for him to worry about the Irish. Promise that if they withdraw from Hwicce and Avalon into Wales, you'll return the favor by leaving unsupported forts in March or Avalon for him. Stress that if they don't withdraw voluntarily, not only will you take Hwicce and Avalon by force anyway (with those units not driving north), but then have no reason not to attack Devon, Gwent or Powys as well in an attempt to cushion your high-VP fortresses from his depredations. Lastly, note that he loses nothing much by cooperating; his growth in units will be steady over the next few turns and he has plenty of areas to avoid the effects of overpopulation. And, of course, mention often that the Blue and Red players are favored to win most games of *BRITANNIA*; only by working together at this stage can you two open

up the possibility of a Green or Purple victory.

The Roman takes a slightly different tack with the Brigantes. "Submit or be exterminated!" Obviously the Roman player wants the VP for the northern regions; just as obviously, if he can't reach the Picts rapidly, he might as well concentrate on the Brigantes. Point out that those Red units can get out of your path painlessly and voluntarily (and perhaps feather his own nest later), or painfully—in which case you will show no mercy. Control of Strathclyde is your leverage. Next comes the terms: with your forces lapping his holdings from March, York and Bernicia, all you want is for him to step aside. He is to withdraw the Brigantes during their first turn to Galloway, Cumbria and the Pennines and then immediately submit. This clears your path to the Picts and gives you coveted Cheshire without a battle. The Brigantes will be able to hold steady in population. You could even dangle the "notion" (which you want him to adopt) of letting him have Strathclyde while you occupy the Pennines instead. Then he could actively help you against the Picts and have a fair chance of holding his three-VP area for a bit. Point out that your pattern of attack (notably aimed at March rather than Cheshire) will allow him to easily place two units in each of these remaining areas. Lastly you play the trump that, unless he cooperates, you will have to concentrate the Romano-British in the south and insure that their prime target will be the Saxons. Of course, with them under attack and with strong Pictish holdings, the game has been tossed to the Blue player. On the other hand, if he submits and husbands his strength to fill the void as the Romans withdraw, then your preferred target is the peoples of the Blue player (whom you never liked anyway).

If the Welsh and Brigantes buy this (talk to them before the game begins), the Roman invasion bodes to gain you quite a few points. What are the repercussions of this strategy? Obviously, it leaves the Welsh fairly well off. And it hurts the Blue and Red factions. (Note that the Brigantes may well submit, easing their burden somewhat.) And any such drive north cannot fail but be of help to the Scots who will show up later. Indeed, you could continue to put pressure on the Picts, perhaps in conjunction with your friends the Caledonians and Brigantes, to insure that the Scots gain a fair number of VP in the game; but in the process, you will certainly be sacrificing some of the VP the Romans can gain at the end of Turn 5. (More on this later.)

THE WESTERN TOUR

Suppose however, you have an antipathy for whoever's playing the Green faction, or perceive him to be the best player in the game (second to yourself, of course). Or perhaps he rejects your pre-game advances concerning a Roman drive up the east coast to Pictland (as described above). What recourse do you then have but to plot the demise of the Welsh, his strongest people. At the very least, the next time you play the Romans, the Green player may be more sympathetic if you prove you're willing to aim the invasion square at him. Here's how I advise conducting it.

During the first half of the invasion, four armies strike ashore at Cornwall. Two come ashore at Cornwall. Two more each hit Wessex, Avalon and Hwicce. The Downlands are overrun by three Roman armies yet again. The Welsh, when the dust has settled, occupy but the five areas of Wales proper. They are just about ready to submit. At this point, everyone else will be applauding your astute play. The Brigantes will be pointing at the Belgae as the prime target for your second phase, while the Belgae will point at the Brigantes. Regardless of your choice on this matter however (and you *will* have to make one— negotiate for the best deal with the Red and Blue
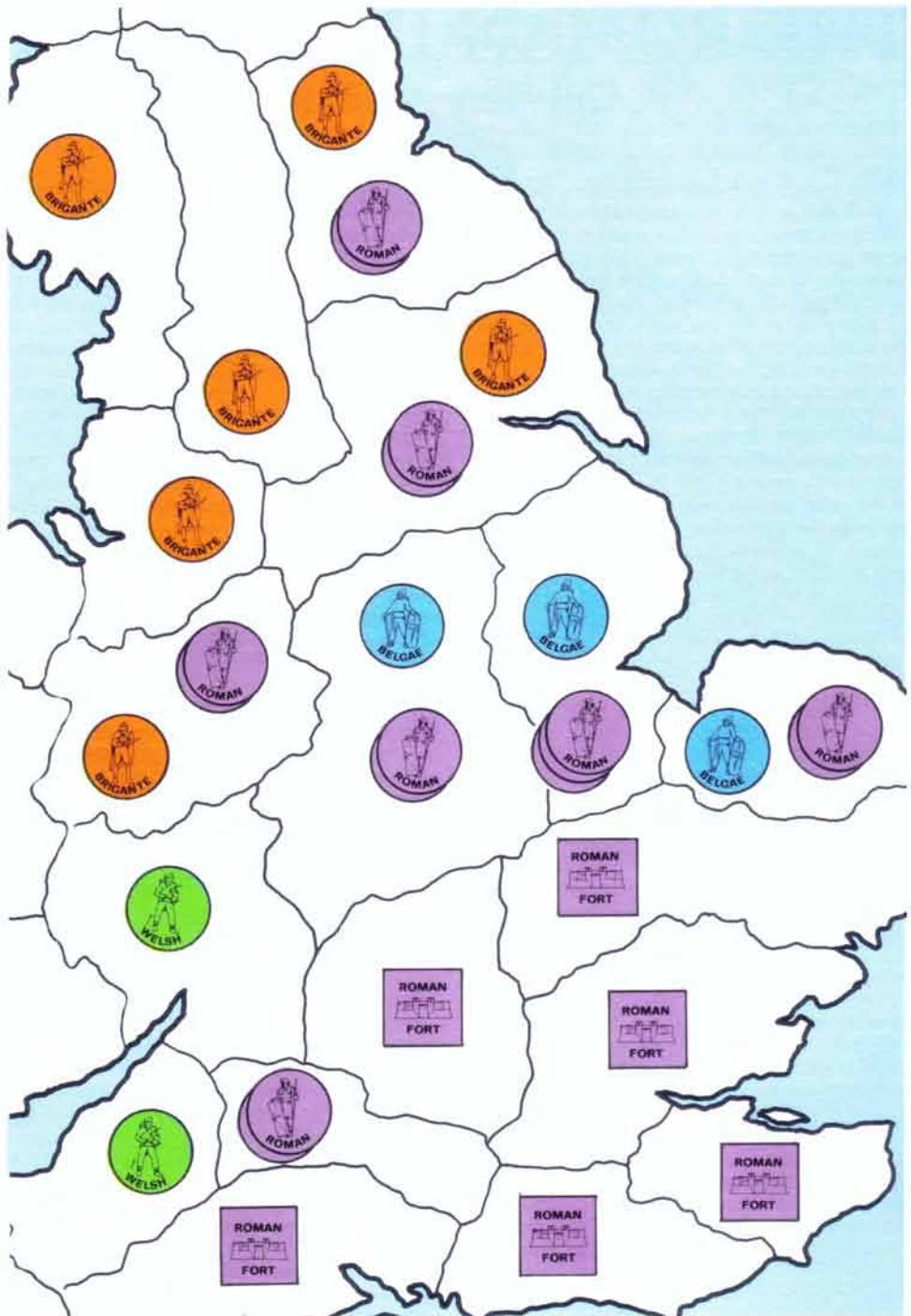
Figure 1—Roman Positions prior to Second Stage Combat in the Eastern Drive.

players), remember that once committed you must force the Welsh to submit or so cripple them it won't matter if they don't.

Let's suppose you want to strike the Belgae. From the Downlands, you move two armies into Essex and one into Kent. From Hwicce you strike South Mercia and from Wessex invade Sussex. Now for the Picts. Swimming strongly, the legionnaries from Devon reach Dyfed *and* Gwent; the force from Cornwall advances into the vacuum in Devon and will later garrison some of the forts. Last, the Roman units in Avalon can join the force in Gwent to insure victory there, strike into Powys to put maximum pressure on the Welsh to submit, or strike North Mercia. If in Powys, resolve this battle first so that, once they do submit, the Welsh position has been done maximum damage; otherwise, attack Gwent first and if that doesn't force the stubborn fools to submit, then clear out Dyfed.

Your other option from the positions held at the end of the first stage is to commence the drive north. The Roman advance against the Welsh from Cornwall and Devon is as described above. From Wessex you march north to March; from the Downlands you strike Cheshire (one unit) and York (two units); from Hwicce you reach the Pennines or Bernicia. The Roman troops in Avalon can again strike Powys or join one of the other battles. The end result is that you reach much the same position in the north as in the East Coast Drive, but you have a vigorous tribe of Belgae in your rear and some complaisant Welsh. Note, however, that the Belgae have only a maximum of ten pieces they can put into play (meaning at least five areas must be held); obviously most of their population increase will be squandered. The Romans fresh from spending 60 years campaigning in Wales should have no great difficulty compressing them into a stronghold in Lindsey. But cleaning the Lindsey pocket would be a tough prospect; better to simply convince them to stay there and look to gain points in Turns 4-5.

Obviously, how you conduct negotiations with the Belgae and Brigantes depends upon which course you follow. Hold out for the best deal, as I really see little difference in the potential points you can gain. When speaking to the Brigantes, and if you've chosen to drive north while containing the Belgae, offer them the same deal described in the East Coast Drive. For that matter, it doesn't hurt to make the offer even if you decide to push east to eliminate the Belgae. You still want to take as much of the north as possible, and if he gives it up voluntarily, so much the better. Point out that the Brigantes need not submit, but that you would want Cheshire and York (which you can take anyway) while pledging not to push on any further if the Red player will promise to attack the Picts. Don't worry about Dalriada and Alban (assuming that you honor your pledge), and the Scots will have to just look out for themselves, but you should be able to concentrate on gaining maximum points for your Limes since all you need watch are the seaborne raiders. Remember too that the fewer forts placed, then the harder it is for those such as the Picts to gain points for attacking them. (In this game, virtually everything implies some kind of trade-off; makes it endlessly fascinating to play for any true gamer.) On the other hand, if the Red player doesn't agree to your offer, simply point out that everything south of Hadrian's Wall is yours otherwise.

Dealing with the Belgae is somewhat trickier. Especially as their only sure way to gain points is at Roman expense, and they will likely distrust almost anything you say. However, there are a couple of things you can point out to keep them complaisant (or confused) for the first three or four turns. Get the Blue player thinking what a boon it would be to have a strong Belgae nation ready to welcome the Angles ashore. True, the Belgae won't garner many points directly but with the Welsh crippled and the Brigantes tied up by the Scots in the far north, together the Angles and their lackey Belgae can drive the hated Saxons into the sea. The Belgae can be used (sacrificed) to blunt many threats for the Angles, especially as it doesn't matter what area(s) in England they occupy. Secondly you can point out that, should they *survive* to do so, you wouldn't be adverse to leaving them an unoccupied Roman fort or two to capture for VP. And if these logical arguments don't sway the Blue player, heft the "big stick" the Roman army represents. If even this doesn't do the trick, give reign to your initial inclination and exterminate as many of the vermin as you can.

You can even try a word with the Welsh. After the first phase, of course. Offer him a plan similar to that which you use on the Brigantes. If he will voluntarily withdraw so as to submit, you won't attack key areas he holds. He need only withdraw from Gwyndd or Dyfed and promptly submit; then in the second turn he can reoccupy the area. In the second stage of your invasion, if he agrees and if you believe him, use the troops from Devon to attack Sussex and Kent; those targeted for there shift slightly north to other Belgae targets and the ripple effect continues, allowing the Romans to virtually eliminate the Belgae on the first turn. Note for him that, should the Welsh plan any perfidy, in the second turn Romans can still (and will) reach Powys and Gwent to hamstring his future prospects. Be sweet-tongued; pledge to allow him to grow to ten units (the maximum that can be supported by the five areas of Wales) to be ready for the Irish incursion. Too, if he but bides his time, he can have Devon and Cornwall back on Turns 4 and 5 (respectively) and expand east into the vacuum after 410 AD. Finally, show the Green player that this is his only chance to "get back" into the hunt for victory.

THE SOUTHERN SWEEP

Thus far, two common themes have dominated our thinking. Both the Eastern and the Western approaches have targeted one barbarian tribe for attention (the Belgae and the Welsh respectively). And in both plans, Roman power has been concentrated for maximum shock in battle. Suppose instead that we make use of the Roman advantage in combat in a diffuse drive to clear the south as rapidly and completely as possible. Casualties might be high, but the rewards of such a strategy even higher.

First step in clearing the island is to gain a lodgement. Two Roman units enter each of Sussex, Wessex, Devon, Avalon and Essex. Passing through these, one army enters Kent, Suffolk, South Mercia, the Downlands and Hwicce. Start in the south and resolve each combat; with five one-on-one battles, it is possible that some of the barbarians may retreat northward or that, horrors, the Romans may even lose a battle. In the second phase of the invasion, first priority is to eliminate any such pockets of resistance behind the front (either Kent or the Downlands) and press boldly ahead with all other units.

Let's assume that all has gone well. Here are the proposed movements for the second stage of your Major Invasion: Suffolk to Norfolk; Kent to Lindsey; Sussex to North Mercia; Essex to York; South Mercia to Bernicia; Wessex to March; Avalon to Cheshire; Hwicce to Cumbria; Devon to Powys; and Downlands to Clywd or Gwent. The push to Bernicia and/or Cumbria can be sacrificed if some pocket of resistance remains or if a Belgae unit has survived to retreat.

Obviously, this strategy seeks to capitalize on the Roman die roll advantages in open combat; Romans have a 75% chance of killing a single enemy unit with two pieces in one round and a 50% chance with one piece. You are looking to destroy as many enemy pieces as you can in the first turn. The second and third turns can be spent (in order of priority) forcing the Welsh to submit, eliminating the Belgae, forcing the Brigantes to submit, and killing Picts to occupy Dunedin, Dalriada and/or Alban. In attempting to accomplish "everything", the Roman's casualties may be higher than in either previous plan—but what the heck, you'll be back up to ten units come Turn 4! Roman diplomacy should seek to persuade the Welsh and the Brigantes to "bend the knee". This plan of assault carries the

potential of gaining all *36* occupation VP by Turn 3. Your losses will be replaced on Turn 4 (up to a point) and can be used to occupy key Limes.

Personally, I am not fond of this course. With such a diffuse policy, casualties will be high and the Roman may run out of steam just shy of capturing the Pictish hiland areas—a most frustrating turn of events, as I can testify. Convincing the Welsh and the Brigantes to submit may well be tough, since if they refuse (especially the Welsh) you will waste a turn concentrating to show them you mean business. If the Welsh, and to a lesser extent the Belgae, manage to hold out, they will be sniping at your forts long before any reinforcements arrive on Turn 4 to bolster your defenses. All things considered, this plan of invasion is a risky venture; but it is worth using if you are faced with playing a number of old friends who have seen you play conservatively before this. The shock on their collective faces is occasionally worth the possible humiliation of witnessing the Romans overwhelmed on Turn 5.

TAKING THE MIDDLE PATH

As most who play against me soon learn, I like to keep my options open—especially in any multi-player game. To those for whom, like me, "waffling" is a fine art, this is my preferred plan of invasion.

In the first stage ashore, two Roman pieces end up in Hwicce, Avalon, Wessex, Sussex, Essex and South Mercia; three armies claim the Downlands. The second stage sees the centrist philosophy continue. My armies move as follows: Sussex to North Mercia; Essex to York; Wessex to March; Avalon to Cheshire. The forces in South Mercia and in Hwicce combine to meet in the Pennines. From the Downlands, one Roman unit goes to each of Lindsey, Suffolk, Kent.

With the conclusion of this turn, your options remain as open as they did before you came ashore. Roman power is concentrated in the middle of the mapboard; some ten to twelve Roman units

Figure 2—Roman Positions after First Stage Combat in the Western Drive.

dominate everyone elses' concerns. On Turn 2, you can, for instance, easily hit the shield of Wales (Clwyd, Powys, Gwent) a cracking good blow. Or you could easily crush the Brigantes and strike Dunedin. You would be able to shift the Pennine forces to Alban or Dalriada if the Brigantes are willing to submit (offer to let them keep Strathclyde and Galloway). Whatever you chose to do on Turn 2, the Roman remnants in the east concentrate on whatever Belgae freehold is left (with luck, it will be in Norfolk).

But, for me, the strength of this approach through the heart of England is the ability to use negotiation to get what you want. Diplomacy is everything. It should be fairly easy to make the Brigantes see reason, since they have only five areas left to their kingdom and Roman legions can so readily overrun any or all of them in one turn. Get the Red player to withdraw the Brigantes into Strathclyde, Galloway and Cumbria (promising to allow him some growth if he only has five counters remaining). After getting what you want from the Brigantes, lean on the Welsh. By pulling the pieces from Cornwall, Dyfed and Gwyndd, the Welsh can legitimately submit to Roman rule. Be sure to point out that Roman units cannot reach the Welsh rear areas, so they can be reoccupied by the Green player next turn. If the Romans promise to allow population increases (and honor that promise), the Welsh can add six more units to his force by the end of Turn 5—making Wales virtually impervious to later threats. Strive to sell this to the Green player; and if he doesn't submit by the end of Turn 1, you can throw four armies against each of Clwyd, Powys and Gwent or Devon on Turn 2—and still be able to hammer the Brigantes on Turn 3.

HOLDING THE LIMES

By 260 AD, the Romans have about reached the limit of their expansion. For the next 150 years you will settle down to defend what you have, specifically the forts in the areas that will bring you points at the end of Turn 5. Cast an eye over the Roman VP listing: forts (or subjects) holding some 17 areas can bring the Purple faction as many as 31 VP. Basically, these areas amount to all of England except Galloway, Lindsey and the Downlands. The core area, your prime area of concern, is encompassed by Cheshire/York, the eastern and southern coasts, and the Welsh border. So there is no longer any good reason (although there are some "half-good" reasons) for remaining in any areas you've taken in Wales or Scotland.

Your first problem in Turn 4 is to withdraw from these fringes of the Empire and secure as much of the core as possible. One could, I suppose, garrison the high VP areas (York, Cheshire, and Essex) with two Roman armies each and the other 2-VP areas with one army each. Unfortunately, that requires some 14 armies and is usually not possible. So, it behooves the Roman to occupy what he can—in priority from highest VP and most likely to be subjected to seaborne raiders down. As a fort cannot be taken until any Roman armies in the area have been eliminated first (and they still have all the combat advantages enjoyed previously), you can expect that most opponents will be looking to level your forts in unoccupied areas. Especially as they will hope to husband their strength to sweep into the vacuum Roman departure at the end of Turn 5 entails.

It should be pointed out at this point that early threats (meaning, in the first three turns) to your fortresses are slight. Simply refer to Mr. Rennert's views on this aspect in his article in this issue. Only the Welsh really pose any concern. The Picts will not come out of the north, and will settle for eliminating forts as you withdraw from Scotland.
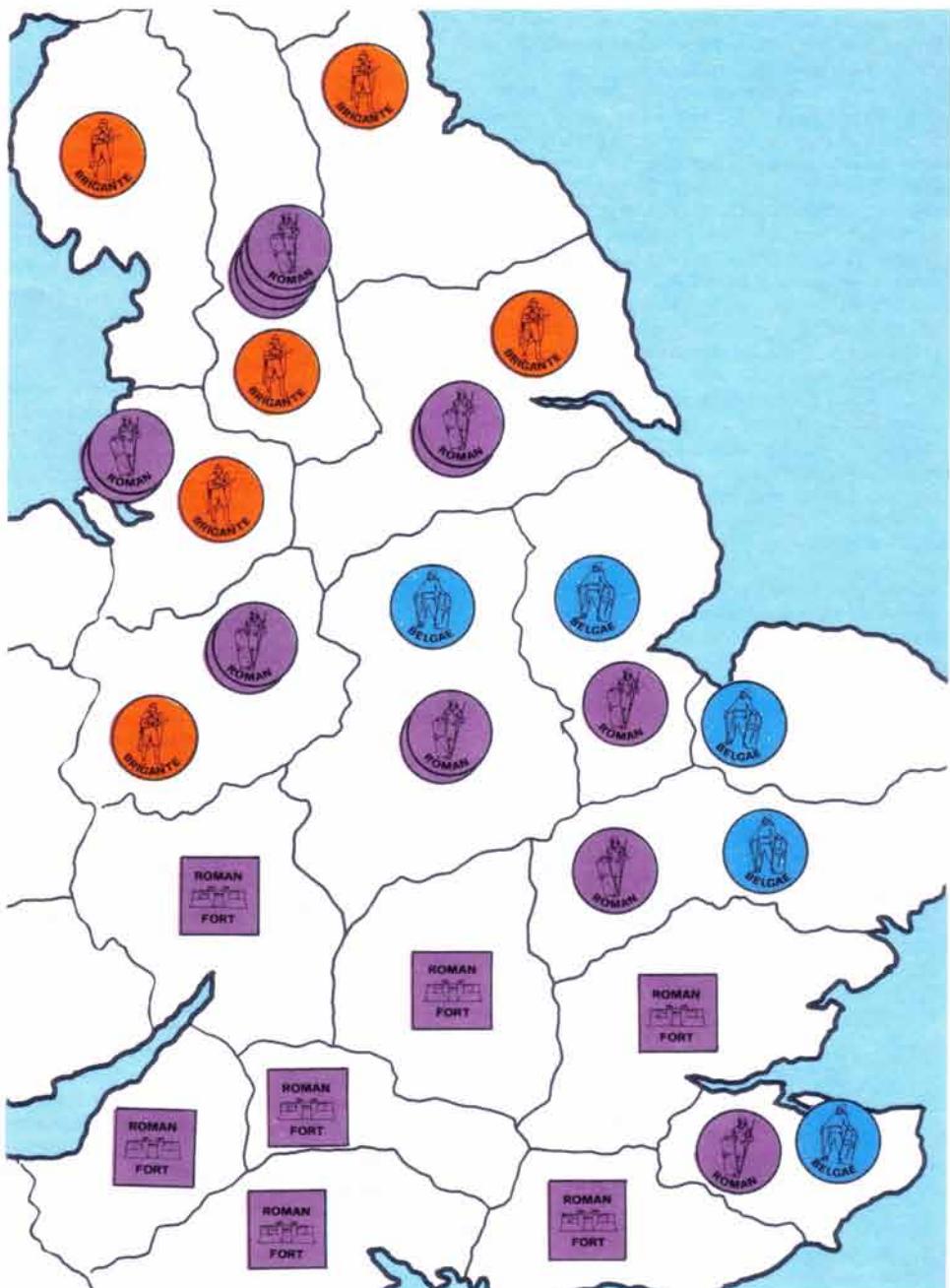

Figure 3—Roman Positions after the Second Stage March in the Central Drive.

And any early threat from them will be non-existant if you are hammering your way north for they certainly can't fight their way through the bulk of the Roman army. Likewise the Brigantes won't pose any concern if you push north, and may even have strong incentives to submit and try to hold certain areas for you to gain Limes VP. The Belgae, if any remain, are too busy trying to survive. And that leaves the Welsh, who could try to pick up a point or two at your expense. But they will usually only do that if overcrowded, for any raiders they send out will not be able to get back into the hilands before a southern Roman garrison (like the one I proposed be stationed in the Downlands) catches them next turn.

In 260 AD, a whole host of new peoples arrive to bedevil the realm. Discounting the Scots (another member of the Purple faction), the Saxons (Red), Angles (Blue), Jutes (Green) and Irish (Red) can all gain VP from leveling Roman forts or occupying areas of England. On Turn 4, two Irish units, two Jutes, three Saxons and three Angles appear offshore; at the beginning of Turn 5, these numbers can double. All of these (including the Picts) will be considering raiding the shoreline. But you don't have to worry too much about those barbarians stay-

ing; most players of these peoples will be content with sniping at your holdings while awaiting the "void" on Turn 6 and/or their own major invasions.

The Purple player can usually coerce the Irish into leaving the Limes alone. Using diplomacy backed with iron, you can probably aim them at the Welsh; place garrison armies in Cheshire, Hwicce and Avalon and point out to the Irish player that he gets as many points for killing Welshmen as Roman forts. You might also use glib words and some logic to deflect the Angles north. Point out that Roman forts in Dunedin, Lothian and/or Bernicia are far easier to deal with for him than your garrisoned core areas and garner just as many points. Should the Brigantes still hold any of these areas, encourage his future plans by voicing the benefits of attacking them (and the harm done to the Red player, his primary "rival for victory" in BRITANNIA).

Talking the Jutes and Saxons into controlling their lust will be considerably more difficult. If possible, garrison your coastal fortresses from Hwicce to Norfolk and encourage them to conserve their strength for the exertions to come. You might, of

course, suggest how they can use their fourth turn raids to help allied peoples: offer an uncontested Wessex to the Jutes (I used to use Avalon for this purpose before Bruce outlawed it; see his "Erratum BRITANNIA" in this issue), who can surrender it to the Welsh and perhaps move into an empty Downlands next turn to ready themselves for the Saxon wave; point out to the Saxon what each eliminated Welsh unit means to the Irish. Don't count on either of these ploys being accepted except by novice or foolish opponents; but words cost nothing. Trust in your own garrisons, and expect to lose a fort or two when facing experienced players.

Turning back to the "retreat" of Turn 4, how this is carried out depends much on the position of Roman units on the mapboard and the number available at the beginning of the turn. Best case is to have suffered no casualties and have Roman troops spread across the central portion of England; worst case would be to have ten units all in Scotland putting down the Picts. Between these extremes exist a wide range of situations. Further complicating the picture is your relations with the original inhabitants of the island: have the Welsh and/or Brigantes submitted, or might you have negotiated "agreements" with them; does a Belgae stronghold still exist in Lindsey; how far back have you pushed the Picts? As an exercise in how such situations can affect the protection of the core area, let us together consider how best to deploy fifteen units, and how to deploy ten.

With fifteen units in play, there are likely four to six south of the Pennines; if there aren't, you are not thinking far enough ahead to play the Romans well. Use these to occupy Essex and Cheshire and the southern coast. March those in the north south as far as possible on Turn 4, occupying what can be reached. Ideally, you want two armies in Essex, York and Cheshire; one each goes into Hwicce, Wessex, Sussex, Kent, Suffolk and Norfolk. An army in Avalon secures the coast (no raider can penetrate the swamps of Lindsey to reach the inner areas). If the Welsh haven't submitted, place a unit in March; if the Belgae are hold up in Lindsey, a Roman army moves into North Mercia. Spend Turn 5 reaching those southern Limes left unguarded, making adjustments for barbarian depredations (trust the Saxons or Angles to pick off any unguarded two-point forts they can reach).

Now, suppose you instead have ten or less Roman units remaining in play after the march of conquest. If these are north of Hadrian's Wall (as in the "worst case" scenario posited above), my advice is to let the Limes fend for themselves and continue in your effort to exterminate the Picts; if you've managed to get the Legions into such a pass, you might as well try to garner maximum points with the Scots. However, if your forces are in the central sector (around North Mercia) or you have reinforcements coming in from the Channel, look to place a single army in each of the following: Cheshire, Hwicce, North Mercia, Wessex, Sussex, Kent, Essex, Suffolk, Norfolk and York. The one-point VP forts are sacrificed, and you may lose one or more of the others in the Lime core. Any reinforcements that arrive on Turn 5 can be used to protect South Mercia or double the garrison in Essex (and York or Cheshire if casualties have been that high).

Come 335 AD, things really start to unravel. If there are any Belgae left, there is a very good chance they will attack (even if ringed by manned fortresses) simply because it's their last opportunity to grab VP. The Saxons and the Angles each could have six units at sea; expect them to each attack one or two coastal areas despite your pleas and promises (about the Romano-British). The Picts, unless in dire straits, will probably raid an ungarrisoned coastal fort north of York. After all this, I consider accumulating 25 VP for Limes to be an accomplishment worthy of note.
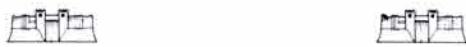
CONCLUSION

Now the curtain falls on Rome's attempt to civilize the barbarians. Darkness descends over the island, and the Purple player is left with the likes of Scots and Dubliners to gain his points. When I play the Purple faction (which is fairly regularly), I aim to amass 54 points with the Romans (29 from conquest and 25 from Limes). I have most often gained this level when using the middle approach. This is not to say that it is the best possible; obviously luck with dice figures heavily in this game. Likewise, the ability to make others believe what you are proposing (and that means, like *DIPLOMACY*, the personalities of the players take a leading role in the game). But I think you'll find it the most successful over many playings. As one civilized man seeking to spread enlightenment to another, as one Roman to a countryman, I recommend it.

To polish off this strategy, a word about the inheritors of the banner of civilization—the Romano-British. You can play these peoples, who will be substituted for your powerful legionnaries on a one-for-one basis (up to eight) at the opening of Turn 6, in one of three ways. You can try to establish them as a viable kingdom; you concentrate and try to hold English areas at the end of Turn 7. Odds are that you won't swing this. Too many folk want those areas, and too many folk get points for killing Arthur and Romano-Brits. The second option is to use them to feather the Scottish nest, as some have suggested. If the Brigantes aren't in the way (remember, you can't attack Brigantes or Welsh units, although you might have to defend yourself from them), you can certainly chip away at the Picts or form a buffer to keep the Angles to the south.

But you sacrifice gaining any meaningful bloc of VP (in the range of six to ten) with them. Unless I have a real chance of eliminating the Picts entirely, I rarely find the points lost harassing them offset by any VP the Scots might gain. Finally, you can use the Romano-Brits to raise hell all over England for a couple of turns, scrambling the race for victory. By hiding in any hilands (the Downlands, Pennines and Lindsey come to mind), you should be able to bedevil the Angles and Saxons until at last wiped out. Use this strategy to negotiate with the other players, gaining concessions for your Scots and Dubliners perhaps in return for attacking a named target—Jute, Angle or Saxon. In the process, you just might gain some VP for your faction by spending the blood of a lost people. Again, my perchance for opportunism leads me to most often pursue this course of play.

So, in conclusion, a brief synopsis of my strategy. I like to use the middle course in the initial invasion, driving into the Pennines on the first turn. Negotiation with the Welsh and Brigantes to submit without hassles determines Roman play through the second and third turns. As well, I keep an eye on positioning my units to defend the Limes. Turns 4 and 5 are spent hanging on, whining and cajoling and threatening to keep raiding barbarians at bay. With the Romano-British, I aim to raise a little hell, seeking to gain concessions for the other Purple peoples. After all this work, I can at last settle back to enjoy the game—and that's the point of this hobby, I'm told.

Such is Roman play in *BRITANNIA*, a game that is one of the finest multi-player designs available. The game is fairly easy to teach friends and children (mine have had some fun with it, even though it might have destroyed any lingering illusions they have about Dad). It can be comfortably played in an evening's time. And it is enjoyable enough, yet demands just that right touch of skill, to make any true gamer want to play it again. ☆

Figure 4—*Festung Britannia:* the Core Area with VP for Limes Displayed in Red.

SWORDS OF THE REPUBLIC
Understanding the Roman Army in CAESAR
By James Werbaneth

The Roman army in *CAESAR* is one of "combined arms". Its bulk is composed of legion cohorts, acknowledged some of history's best infantry. These reliable and disciplined units are supplemented by secondary forces of widely differing strength, mobility and special capabilities. Ten legions of the Republic's professionals and auxiliaries (recruited throughout the subject peoples from Africa to Germany) form an army that is a ready match for Vercingetorix's far larger mob.

But Roman victory is far from assured by the relative sophistication of the Roman forces. Even a player who keenly understands the principles of combined arms warfare in the ancient world can be defeated by a skilled and lucky Gallic player. One who fails to fully exploit the strengths and capabilities of his mixture of units while minimizing their weaknesses will almost certainly lose.

Dr. Robert Bradley's classic design of *CAESAR* demonstrates his acute awareness of the dynamics of combined arms conflict in the Roman era. His "Designer's Notes" further illustrate the differences between the Roman military machine and the Gallic swarm of warriors, from both the perspectives of the gamer and of the historian. Nonetheless, the Roman army is worthy of deeper analysis. It is one of the best examples of the dictum that understanding one's resources is a prerequisite of victory.

The best way to do this is to examine the Roman forces along functional lines. Different types of units are better suited for different tasks than others. Using the components of his army optimally is as important to the Roman player in *CAESAR* as it is to a player of any other game, regardless of era.

LINE INFANTRY

The backbone of the Roman army in the game is nine standard legions and 22 cohorts of Northern Italian recruits. They constitute the majority of the player's mobile units and bear most of the burden. These are his "line" units. The function of the line units is to man the forts and ramparts and engage the Gauls in hand-to-hand combat. By activating the lethality of the outer works and the forts' missile capability, line units can cause losses far out of proportion to their numbers and strength.

Though marginally weaker and slower than the legion cohorts, the North Italian units are highly useful. Interspersed among the legion units on the ramparts, these can help maintain the Roman perimeter and allow the Roman player to concentrate the more powerful line units at critical locations and as mobile reserves. The North Italians are also highly suited as fort garrisons. Many times a fort does not merit a legion cohort, particularly if it is not in an exposed position; using a light infantry or cavalry unit wastes its mobility in a static role. Look to the North Italians.

RESERVES

The Reserve units have two roles: organization into "fire brigades" for reinforcement or counterattack in areas of crisis, and initial deployment among the line units to reinforce the perimeter. It is impossible for the Romans to be everywhere at once, but the Roman player has to approximate just that. The retention of mobile reserves and their dispatch along the roadlike ramparts is vital to the Roman cause.

The most obvious reserve units are the Numidian light infantry and the Germanic cavalry. Their high mobility gives them the valuable ability to dash from crisis to crisis. Their major handicap is their relative weakness, so seldom can they go into hand-to-hand combat unaccompanied by stronger units.

Less mobile but far stronger are the cohorts of the X Legion. As the most potent mobile units in the Roman army, they are the best suited for counterattack and as *ad hoc* reinforcements; the player should keep several stacks near the line around the perimeter. In addition, just as North Italian forces can occupy less crucial portions of the line, the units of the X Legion can significantly strengthen the main line during initial deployment.

Dr. Bradley correctly identifies the two-to-one surrounded attack for automatic Gallic elimination as one of the most potent Roman threats. Reserves can conduct these attacks either alone or in concert with line units, then be freed for transfer by the four-hex advance permitted after the destruction of enemy units.

Also considered reserve units must be the Roman leaders. Caesar and Labienus can make strong sectors of the line unbreakable and weaker sections noticeably stiffer. But they are too valuable to be pinned down in one place. It is far more beneficial to the Roman player if his leaders can lend their advantages in combat where and when needed most.

MISSILE INFANTRY

The Numidian archers and Balearic slingers differ greatly from the line and reserve units in that they are worse than useless in hand-to-hand fighting. Their function is to attrite the advancing Gauls with missile fire before the enemy are engaged by other Roman units in combat.

In this they are the most specialized units in either player's order of battle. The missile units have the mobility to accompany the reserves but are more appropriate for use in the line. The combination of outer works, fort artillery, ramparts, and missile units can make it possible for the Roman line units to withstand assaults by far larger Gallic forces. In this part of the game, the Roman needs all the resources he can spare to kill Gauls before they can inundate his defenses. The Gallic numerical advantage is so great that the dimunation of any of the Roman player's lethal advantages at the line can result in serious problems.

FORTS

Forts are not combat units in the narrowest sense, nor are they terrain features (as are the ramparts and outer works). Despite their immobility, however, their placement by the Roman player does place them within the purview of any serious examination of the Roman army. Because of their inherent artillery function, forts can be regarded as "super" missile units. They share with the other missile units the function of attritioning the Gauls before hand-to-hand combat.

This is not their only function. They have the obvious trait of aiding in the hand-to-hand fighting itself. Occupying units are doubled on defense, as though on the ramparts, with the added benefit of not being obligated to attack an adjacent Gallic unit. Ironically, this negation of the zone of control can further help the Roman player by lending the same advantage to the Gallic player. He now has the option of bypassing forts in favor of attacking the ramparts or unprotected Roman units, leaving other Roman units and operative artillery to his rear. This allows the Gallic player the option of making the *wrong* decisions regarding the local dispositions of his forces. Of course, the Gaul can make the right decisions, but that will be due to his own perception and skill—not the ditate of the ZOC rules.

Dr. Bradley's recommendation that forts be used as "bridges" across difficult terrain is mandatory reading. Maintaining the mobility and flexibility of both your line and reserve units is necessary if the Roman is to offset the Gallic numerical superiority and tactical surprise. An inconveniently placed river can fatally reduce the Roman player's ability to react.

The designer's only dubious recommendation is his belief that forts be placed on salients of the ramparts. A unit in a fort does not exert the zone of control necessary to turn the outer works into a killing ground, so a fort on a salient eliminates up to three outer works hexes as traps. The benefits of the fort for hand-to-hand and missile combat at these points do not outweight the effective removal of the adjacent outer works.

In addition to rivers, forts are best placed in gaps between the segments of the outer ramparts. This makes it far more difficult for the enemy to flank a Roman position, and there is no effective detriment to the artillery's fields of fire. Mount Rea almost always needs at least two forts to make up for the dearth of ramparts and outer works on its north side.

Forts are unique in that they can be viewed in the same context as all three categories of Roman units. Positioned on the perimeter, they aid in the line infantry's defense against the first Gallic onslaughts. Forts placed on rivers markedly enhance the mobility and flexibility of the reserves. They are not only the most powerful missile units, but the only ones permitted to remain adjacent to the enemy.

THE GALLIC ADVERSARY

In sharp contrast to the Roman army, the Gallic horde is divided sharply into infantry and cavalry. Infantry units originating from off the map and Alesia differ only in that the Alesia force has a greater range of combat strengths.

The Gauls lack a qualitative counter to every Roman advantage. They are inferior in mobility, lack "highways" similar to the Roman ramparts and units of special capability against fortifications; they have no tactically significant leaders, and no missile units. The Gallic player's two most important edges lie in quantity and surprise. He can (or almost certainly will) lose prodigious numbers of counters to Roman missiles, outer works, and hand-to-hand combat. But he can afford to expend units overwhelming his opponent, and the Roman player can take small comfort in the massive Gallic casualties.

The only Gallic advantage of a qualitative nature is his secret off-map movement. The corollary to a player's ability to secretly move his units is that he retains the ability to enjoy tactical surprise. The Gaul can look for the weaker sections of the Roman line while hiding his own weaknesses, launch feints, and conduct the decisive attack shrouded in the "fog of war". The Gallic player ultimately has sole control over where and when the game will end. [*See Mr. Werbaneth's accompanying article in this issue on playing the Gauls.*]

CONCLUSIONS

The term "combined arms" carries connotations of armor, artillery and infantry in the age of gunpowder and great conflicts. It is just as applicable

BREAKING THE RING
Gallic Play in CAESAR
By James Werbaneth

CAESAR is an unusual game in that one player has a crushing quantitative superiority, yet is very hard-pressed to win. The Gallic player possesses an enormous number of battlegroups; but Roman unit cohesiveness, missile weapons, ramparts, and outer works combine to give many of these Gallic units a chance only to be destroyed. One can readily argue that if the Roman order of battle were any larger, the Gallic player would have no prospect of victory.

Nonetheless, a Gallic player who combines a knowledge of his own capabilities with a well-conceived game plan has a very real possibility of winning in *CAESAR*. The section of Dr. Robert L. Bradley's "Designer's Notes" (Vol. 14, No. 1) dedicated to Gallic options is a very good initial guide to tactics. However, these recommendations are best viewed as the starting point rather than the comprehensive word regarding Gallic play.

One of the factors that most often leads to Roman victory is a lack of understanding by the Gallic player of the capabilities of his two armies. Effective use of *both* the relieving force and the besieged army are necessary for the Gallic player to win. Unfortunately, this is a subject largely ignored by Mr. Bradley. A Gallic player will frequently place the burden of victory on his relieving units. The relief force's size and hidden movement capability are powerful temptations toward this error. But the Gallic player must remember that he has another army upon which he should depend for decisive action.

RELATIVE ADVANTAGES OF GALLIC FORCES

The Gallic relieving force is much larger than the one bottled up in Alesia. Considering the need of the Roman player to begin the game with his units dispersed throughout his network of fortifications, the relieving force can assault the outer ramparts from four different off-board zones with great numerical superiority, even if a modest reserve is retained. Furthermore, the Gallic player can move units of the relieving force on the Off-Board Movement Chart, informing the Roman player only of the zones in which Gauls are present. This contributes to a high degree of uncertainty in the Roman player's mind, as a zone could contain anything from a single cavalry squadron to a massive concentration of infantry battlegroups.

But the Alesia force has advantages of its own. Though it is much smaller than its off-board counterpart, it has the strongest units of either player's order of battle—the 9-6 battlegroups. The presence of 4-6 units, good for little but "missile fodder", does not greatly diminish the Alesia force's capability for a single game-winning stroke. From the first turn until its commitment to action, the besieged Gallic army occupies a central location on the map, which adds to its flexibility. Units from the town can be on the outer works of the inner ramparts in three or fewer turns after activation. Perhaps most importantly, the Alesia force begins the game with Vercingetorix. The chief is the key to victory, and the besieged army is vital to his survival and exit from the board.

ROLE OF THE RELIEVING FORCE

As urged by Bradley, the first task of the relieving force is the activiation of the units in Alesia. The best zones from which to satisfy the Gallic Attack Coordination Rule are II and X. It is virtually impossible for units to reach the outer works from

Zone I on the first game turn, so the Gallic player can take the turn to move his units to Zone II or X. These zones have the added attraction that surviving units can be readily withdrawn to them immediately after the activating attack.

By Turn 6, there should be at least one Gallic unit in every zone of the Off-Board Movement Chart. The player should execute this even if he begins attacking the Roman defenses before the sixth turn. The Off-Board Presence Indicator is his best tool for confusing his opponent, and such confusion can be purchased rather cheaply.

Dr. Bradley recommends that Gallic players make a serious attack on the outer perimeter in conjunction with a "a hefty feint". This may not be the most effective strategy. A diverionary assault that is not sufficiently earnest will not fool the Roman player, and will be a waste of Gallic units. A feint by too many battlegroups will most frequently accomplish its purpose, but the commitment of strength beyond that needed to fool the defender will unnecessarily strip units away from what the Gallic player perceives as his main effort.

The best alternative is to launch two simultaneous and independent assaults, both of which are massive enough to be effective. The efforts would be conducted independently, but would be mutually supportive in that most Roman players will treat one as a feint, shifting forces from one to meet the other. A Gallic present in every off-board zone would do much to freeze Roman units harmlessly away from the action.

Roman uncertainty is vital to the Gallic cause. Only the Gallic player has to know that neither of the primary assaults is a diversionary action, and only he has to know that the only off-board units opposite inactive Roman forces are but one or two cavalry squadrons. The Roman player has no comparable means of similarly sowing doubt in his opponent's mind.

About 45% of the Gallic relieving units that survive the "activating" assault should be allocated to each main assault. The remaining units, including some 8-6 infantry battlegroups, should be used to occupy the Off-Board Movement Chart zones and act as a central reserve. There are three possible uses for this reserve. It could be added to either assault. It could be used to launch a true feint to divert Roman units from the more hotly contested sectors of the ramparts. It could be also used to occupy ramparts denuded from Roman units, accomplishing the work of the two assaults in a single bold stroke.

The primary Gallic efforts have two objectives. The first and most important is to gain control of a corridor, free of Roman units, through the outer ramparts. This corridor must either reach through the inner fortifications, or be in position to do so in the near future, as judged by the Gallic player. The second objective is the destruction or retreat of Roman forces on either side of the corridor. The corridor, and the units that it owes its existence to, have to last long enough to insure the exit of Vercingetorix from the map.

The locations of the assaults are critical. Each of the attacks should originate from two adjacent zones. An assault from one zone would have too narrow a front, and one from three or more zones would be stretched too thin to be effective. The distance between the assaults should be at least two or three zones. This distance is great enough to force the Roman player to decide whether his units between Gallic efforts will move to defend against either one

or stay in place. This does much to negate the Roman player's advantage of superior mobility, as his units could not be shifted quickly between developing trouble spots.

The relieving force cannot decide the game, although its contributions are vital to Gallic victory. Its tasks are rather modest. Even if the relief army cannot prevail on the inner ramparts, the Gallic cause is by no means lost, as the Alesia force is available to throw its own weight against the last line of defense.

Dr. Bradley recommends waiting until the corridor exists through the inner ramparts before moving Vercingetorix from the besieged town. However, waiting for the corridor to come into existence, presumably after simultaneous attacks by the relieving and Alesia forces, is an exercise in excessive caution. Though he should never send Vercingetorix on pointless excursions or expose the counter to unnecessary danger, the Gallic player must be prepared to take chances with the chief in order to win.

ROLE OF THE ALESIA FORCE

Although it is too frequently sent piecemeal into the fray as an aid to the relief force, the army in Alesia is critical to insuring the safe exit of Vercingetorix from the board. If he does not utilize it properly, the Gallic player will probably repeat his historical counterpart's failure.

Ideally, the bulk of the Alesia force should sortie only once from the town. When units of the relieving force have either taken possession of part of the inner ramparts, or are close to doing so, the Alesia force should drive toward the leading battlegroups. The commitment of this army represents an earnest attempt by the Gallic player to win the game. He should, therefore, view it as his principle reserve.

The careful execution of the sortie is crucial. It must be concentrated enough to present a strong front and flanks, yet cover sufficient area to make its envelopement and destruction by Roman units improbable. Its territorial size is also important because Vercingetorix must be protected from Roman missiles.

The Alesia force should sortie in three or four primary echelons of battlegroups stacked in groups of two. The first rank should be comprised primarily of 6-6s and 7-6s. The center of the second line should be made up of the powerful 9-6s, flanked by 8-6s and 7-6s. Vercingetorix is placed in the center, stacked with two 9-6s. The third echelon should consist of all remaining 7-6s and 8-6s, with some 6-6s. All remaining uncommitted units follow.

There should be one or two hexes between each line of battlegroups. This insures that the Alesia force covers sufficient territory to prevent being surrounded or Vercingetorix's exposure to missile fire. In addition, this provides avenues of vacant hexes through which flank or van unit may retreat if defeated in hand-to-hand combat. Furthermore, if the army's progress is impeded or if the vanguard suffers severe casualties, battlegroups may be more readily brought up from the other ranks.

The force's route must be direct. The Gallic player cannot afford to get into a foot race with his opponent, especially one involving Vercingetorix. Therefore, the Alesia force should move to the vanguard of the most successful assault in the shortest number of turns.

Once the Vercingetorix counter has crossed the inner rampart line, the Gallic player should move

it at its full movement allowance toward the nearest mapboard edge. The integrity of the corridor must be maintained. Vercingetorix should be followed as well as led by units from both the Alesia and the relieving forces. If the Gallic player can do this for two or three turns, victory is his.

SECOND ASSAULT PERIOD

The Gallic player should try to win *CAESAR* by the end of the first assault period. As Bradley states, a Gallic player who uses the first assault period to "soften" up the defense will most often find himself the one who is softened up. Nonetheless, despite the Gallic player's best efforts, he will sometimes have to renew his attacks in the second assault period.

The general situation at the start of the second assault period is much different than at the commencement of the first. The Gallic relieving force is greatly depleted and begins in every zone instead of just Zone I. The Alesia force is probably largely intact if not entirely unscathed, beginning once more from behind the impregnable walls of Alesia. The Roman player's position is almost always much stronger at this point than that of his opponent. His unit losses are comparatively few. He is also allowed to inspect the Off-Board Movement Chart and redeploy his units.

The altered situation in the second assault period mandates a change in Gallic plans. He must not use a separate attack to activate the Alesia force. He cannot spare battlegroups for this. Instead of attacking on the second turn, he should wait for the third turn or later. Each turn that passes before the main Gallic effort decreases the reliability of Roman intelligence gained through his inspection of the Off-Board Movement Chart, increasing the Roman player's uncertainty.

There shoud be only one Gallic assault, again on a two-zone front. The Gallic player will almost never have an adequate number of relieving force battlegroups to conduct effective feints or multiple assaults without significantly decreasing his chances of success. He should, however, keep one unit in every zone of the Off-Board Movement Chart until the latest game turns. Until that time, when he needs every available unit to fight for the corridor, that sort of deception is never too expensive.

If the Gallic player is to win in the second assault period, he has to do so rapidly. The "brutal aggression" recommended by Mr. Bradley is especially in order for this stage of the game.

CONCLUSION

CAESAR ALESIA is a classic confrontation of quantity and quality. The Gallic player has a heavy quantitative edge, but no real quality. Roman units in difficult tactical situations can often be extricated. Gallic units in similar predicaments most frequently disintegrate. Roman fortifications, outer works, and missile units can transform serious Gallic threats into massacres.

The Gallic player has to properly coordinate his two armies in order to win. The relieving force, the larger of the two, is essential to victory. But it is the Alesia force, committed in its entirety at the critical point of the battle, that delivers the *coup de grace* and allows Vercingetorix to escape. ☆

to the Battle of Alesia, with the "arms" being types of infantry, cavalry, missile troops and fortifications. Each has its own inherent advantages and disadvantages, and optimal role, in the Roman army.

The Roman player has to maintain a reactive stance in order to win. He has little opportunity to dictate the course of the game; but as Dr. Bradley

points out, he does not actually have to win, just as long as he prevents his opponent from doing so. Thus, a strategy of reaction is both a product of the Gallic player's near monopoly on tactical surprise and on victory conditions that place the initiative squarely on Gallic shoulders.

There is a basic three-stage progression of Roman tactics. As the Gauls of the relief force approach the outer ramparts, they suffer attrition from the fort artillery, the missile units and the outer works. Second, the line units hopefully stop or repulse the Gauls in hand-to-hand combat. Third, if needed, Roman reserves are sent in to buttress the line or aid the counterattack.

The initial Roman deployment should be along the outer ramparts, with the exception of the forts used as bridges. Though the Gallic player can attain decisive action with the Alesia force, the first attacks must be made with the relief force. Roman reserves can be deployed behind the outer perimeter—and even on the inner ramparts if they are within easy reach of the outer ring.

In few simulations are the opposing forces more different than in *CAESAR ALESIA*. The Gallic player must rely on a mixture of aggressiveness, surprise and brute force to free Vercingetorix. The Roman cause, on the other hand, requires the subtle coordination of specialized units. One player has a mob; the other, an army. ☆

example, if you feel the numerous color illustrations of the *ASL* rules binder contribute to bettering the system, rate this section high; if not, rate it low.

Of course, the important thing that all these "bits of paper" are supposed to do is to cover the play of the game. The category "Completeness" is intended to reflect your views on how well we succeed. "Playability" likewise remains as was—along with the two facets I feel contribute to making one wish to play a game: "Excitement Level" and "Play Balance". "Authenticity" is still intended to reflect your judgement on how "accurate" or "realistic" the game is in reflecting a historical event. In the event of the non-historical titles, simply consider if the game gives you—as player—a feel of the fantasy world you've entered, and then rate it accordingly.

The category on "Complexity" will be the reader-generated view of how complex the title is, rated from "1" (simple) to "9" (very complex). The Avalon Hill rating for each game is shown following as a guide. Please do not take it as the final word; it merely reflects one informed person's (usually the designer's) view of how his game stacks up against others in this aspect. Henceforth, the readers' collective rating will replace the company's rating in the ongoing Guide.

"Game Length" is intended to reflect the amount of time a player can expect to spend on playing the game. With the increasing trend to include multiple scenarios to give the buyer the most for his money, the inclusion of a quick-play scenario for those of us with limited time—as well as a "meaty" scenario to allow players the experience of the full scope of the simulation has become a selling point. In other cases (as with Craig Taylor's designs), a simple introductory rule set is included, which can then be expanded by "Advanced" or "Optional" rules; inevitably, play with such Advanced rules takes more time. Please rate each game for both the shortest and the longest playings, in terms of time it takes to complete. (Note that some of the older games have but one scenario or set of rules; please enter but one rating for them under "Shortest".) Unlike the other categories, simply enter a value which reflects each ten-minute interval equating to "1". For example, if you find that it takes two hours and ten

minutes, on average, to play *FLIGHT LEADER* with all Advanced and Optional rules, enter the value "13" under the "Longest" entry for that game's length. Due to a lack of space, from now on, we will report only the average of the two values—"Shortest" and "Longest" under the heading "Game Length" on the progressing RBG Chart. However, both values will be reported for each new game that is rated and added to the list.

With a rapidly expanding product line, I've found that many potential customers are unsure about whether a game is designed for two-player competition, multi-player or as a solitaire pasttime. Beginning with the new reader ratings reported in Vol. 25, No. 2, we will list (as we have here) the "Type" of game following the "Year of Publication". A simple abbreviation ("2P" for two-player, "MP" for multi-player and "SO" for solitaire) will suffice to indicate to those skimming over the list whether the game in question fits their preferred playing style. This new category will appear on the ongoing listings.

I've also decided on a number of format changes. Two have been suggested by various readers over the past five years. First, we will unify all current games into one chart; the old distinction of "Wargame" and "Adventure Game" has been dropped and all boardgame titles, fantasy and science fiction and historical simulation, that garner the imput of at least fifty readers will be included on the survey. Second, after some protest, we will no longer list each module for the "game systems". Instead, please consider systems such as *ADVANCED SQUAD LEADER* and *AIR FORCE* and *Ambush* as complete with various add-on modules. Simply rate these as you have the other games. If you have but part of the system, your judgment should be as valid as that of someone who has two copies of every *ASL* module produced. After all, the system remains the same and, since the artwork is usually done by the same folk, the ratings for components and play value should not vary greatly.

Finally, in light of the creation and growth of Victory Games over the past few years, and with the occasional article on their games appearing in these pages, it is only right that VG games be evaluated for potential buyers as well. Therefore, on the insert form you'll find a listing of the products of Victory Games. These are to be rated in the same manner as described above. If enough votes are garnered by them, these will be added to the complete RBG chart that appears each issue. The expanded format of The *GENERAL* will allow us to present as complete a listing of products as can be found anywhere.

With the help of the readership, we hope to continue to improve this survey of our vast list of titles. Eventually, it will represent the best and most concise compilation of information on our games for potential buyers. Since it is culled from the views of their peers, it should be as valid as any available to them. ☆

COPIES

If the readers should need a copy of an article from an out-of-print back issue of The *GENERAL* or one of the Wargamer's Guides, The Avalon Hill Game Company does provide a photocopying service. The charge for this service is $1.00 per page, with a minimum order of five pages required. Please specify the article title, volume and number it appeared in, and the pages on which it can be found. This service is also extended to our other publications, past and present—*ALL-STAR REPLAY* and *HEROES*. Standard Avalon Hill Game Company postage rates of 10% of the amount of the order must be included for domestic orders (20% for Canadian orders and 30% for overseas orders).

LOST IN THE WOODS
The Tactical Use of Legionnaires and Tribesmen
By Jim Lutz

CAESAR'S LEGIONS is a game that I have found in the past to be enjoyable, and I rediscovered it recently when a fellow gamer became interested. On the one hand, it is a relatively straightforward game in many respects and the basics are easily learned. But, there are subleties that come to the fore with repeated play, and among these is the best tactical use of the units available to each side. Choosing the right forces to bring on the board at the beginning of the game can be *very* important in determining the final outcome. Both players have some choice in terms of the units that will be involved. One fact has become clear over my time with *CL*—biggest is not always the best. Oftentimes smaller or weaker units are much more valuable to have on the board than the larger, and more ponderous, units.

A few general points should be borne in mind for the comments that follow. What the Roman player should usually not do, the German player should take advantage of if he does; and vice versa. If possible, the other player might "encourage" his opponent to misuse his units. Also, in most scenarios attrition works to the advantage of the German player. This fact is particularly true in the first half of Scenario #6 when casualties among non-leaders for the Germans do not affect the troop levels in the second half of the scenario (see David Meyler, "The Initial Invasions" in Vol. 14, No. 6, for the setup and details for Scenarios #6, #7 and #8). The German player can usually afford to trade units with

the Romans. Thus, the Germans can be aggressive in nature in their use of the units available in many, though not all, situations. Finally, the combat table at first glance is not particularly bloody. An even odds attack will not eliminate either side if large stacks are involved with normal die rolls between one and six. However, the DRMs can change combat results significantly, particularly if the tactical cards are being used. The fact that combat can be continuous (barring a "No Effect", "No Combat", or successful withdrawal result) means that the tide can turn quickly. A 1-1 combat situation becomes a 3-2, then a 3-1. The battle can quickly turn against the weaker side, and even occasionally against the initially stronger one.

GERMAN MEDIUM INFANTRY

The best units available to the German player appear to be the veteran and powerful medium infantry. These 12-3 and 11-3 mobs in groups seem to have at least a chance of standing up to a single Legion, but this appearance is illusory. These units are the only German troops that the Legions can outrun. Thus, a complete Legion can pursue them; and even if caught in the forests, the Legions will have an edge in combat due to combat factors in most cases. If these mobs take advantage of a village or a temple to stack five high, they may well face an attack by two combined Legions. The favorable DRM for the temple will not be enough to offset

the unfavorable combat odds. If two Legions are not immediately available, a single Legion can pin the German units down due to their slow speed until a second arrives. Worse, the 12-3 and 11-3 mobs will be brittle in combat. A one unit loss to the Roman will cost him a 3-4 auxiliary cohort or a 5-5 legionary cohort. The German will lose a 12-3 or 11-3 if no chief is present, or have the 12-3 or 11-3 break down to a 5-4 when a leader is in the hex. In an isolated battle such exchanges invariably favor the Romans, even though such attrition may be to the advantage of the German player in the scenario as a whole.

The more powerful German infantry do have some advantages with their higher combat factors. They can be important troops to have available when the German player is forced to make a last stand, particularly in forests stacked with a light infantry unit. A good die roll or correct guess on the tactical matrix could place a Legion in jeopardy. Two adjacent powerful mobs in the forest can also accomplish a positive gain. The first stand could sufficiently bloody the Legion in the Roman phase so that an attack by the second stack in the German phase will have a chance of victory. The trick, of course, is to get the Roman player to attack during his phase, permitting the crucial second attack by the German player. The strong German infantry units may also serve as the best troops to attack fortified villages, as in Scenario #3 or in the second half of Scenario #6, although their limited speed can

be a liability. They can be particularly useful in this capacity in the second part of Scenario #6 since it might be possible for the German player to mobilize them near fortified villages with relatively small garrisons. Five 11-3s with a leader present may be able to persist in attack longer than a similar stack of 10-4s. The strength of the Roman garrison, of course, will be the key. Overall, these units have a role to play for the German player, but it is usually not in the front lines early in the game. As a result, in those scenarios where the German player mobilizes tribes sequentially, these units are probably *not* the first ones that should be brought into play.

The 10-4 mobs are the bulk of the German infantry forces and thus *must* be used. They are somewhat brittle in combat, like the larger medium infantry units, but a single unit loss with a leader present is usually equivalent to a single Roman loss. Their movement allowance of ''4'' will permit them to avoid Roman Legions and auxiliary infantry in most cases, but not independent legionary cohorts. They can traverse the forest hexes two at a time as well. They will do the bulk of the fighting and often be the sacrifices. They can be used to shield more important units from damage. Thus, a 10-4 stacked with four 11-3s attacking a fortified village can take the first casualties. If it is eliminated, the German might desist in the assault until the next turn when a fresh 10-4 can be brought forward to join the attack. This tactic is particularly appropriate when the extra combat factor available with a 11-3 is not essential for the next higher odds column.

For many players, the 5-4 infantry warbands are not normally brought into play unless the German tribes are almost fully mobilized and there have been few casualties; yet these units can play a vital role by choice rather than necessity. In those scenarios where control of villages may be important, sending two 10-4 mobs without a chief toward the Roman rear areas to threaten villages or draw off Roman troops from the major German forces is an useful tactic. Four 5-4 bands, however, serve even better. A single unit loss is less devastating. Two Roman 5-5 cohorts can attack either group in the open at 1-2 odds with the favorable Roman DRM making the battle in effect even. A DL1 against the two 10-4s means that the next combat will be at 1-1 odds with the favorable Roman DRM present. Against the 5-4s, a AL1-DL1 result is a good one, whereas it is an indifferent result for the two 10-4 mobs (except to the extent that exchanges favor the German player). The 5-4s may also be useful in Scenarios #1 and #2 where there is a shortage of German leaders. Since Caesar must keep the area west of the Rhine clear of German marauders, the warbands serve as well as the mobs against small Roman stacks trying to clear this area.

The value of the 9-5 mobs, like that of the 5-4s, is often overlooked. Why choose a unit with fewer combat factors? The advantage of these mobs is their speed. They can outrun Legions and the auxiliary Roman infantry. The extra combat factors that are lost may be unimportant in raids into Roman rear areas. If they are without a chief, there is no disadvantage in terms of breaking down to accept casualties since a mob will be lost in any event. Thus, in many cases their speed will more than compensate for their lower combat factor. In Scenario #1 or #2 their speed will make it very difficult for the Roman player to clear Gaul of German units. The 9-5 infantry (as well as cavalry and light infantry), in addition to threatening villages, can also attack isolated Roman auxillaries, thereby weakening the enemy forces. The elimination of such auxiliary units may be very important since the Legions do need them when venturing into the forests. Do not discount the advantages you can gain through clever and imaginative use of such assets. Upon occasion, they can win the game for you.

GERMAN LIGHT INFANTRY

Probably the most important asset the German player has other than sheer numbers is his light infantry. Stacks in forests, particularly ones containing chiefs or leaders *must* have a light infantry unit in them. The favorable DRM this brings has the effect of moving the odds one column in the German's favor. In this regard, the light infantry unit can be worth a 45-factor Legion in combat, and the light infantry units are more plentiful than full-factor Legions. The light infantry unit is even important beyond its obvious combat value in wooded terrain. Its speed is an asset in that it can move faster than the bulk of the Roman forces. When moving through the forests, it is virtually uncatchable. These units, as a consequence, can move through Roman lines to threaten rear areas, joining with other forces to attack villages or isolated enemy forces. They can also serve as bodyguards for chiefs or leaders being moved to other areas or withdrawing from dangerous positions. In combat, a 5-5 unit with a chief has the advantage of breaking down on a DL1 or AL1 with only a minimal loss to the overall combat strength of a German stack.

GERMAN CAVALRY

While the light infantry units are a major advantage for the German player, his cavlary units also provide him with a slight edge. The German units can easily outrun the Roman cavalry. Only the Roman 2-8 light cavalry units are a threat in terms of movement points, and they lack the combat strength to slug it out with the German mounted forces. The German cavalry can successfully threaten the Roman rear, put pressure on occupied villages, attack isolated Roman units, and serve as bodyguards for German leaders on the move. Their movement factor will permit them to move three hexes within the forests so that they can escape from Roman units or bypass them. While the Roman may be able to pin down the German cavalry in his rear areas and eliminate it (particularly if the Roman units can push them towards the marshes) such an effort will tie up Roman forces that could be better utilized elsewhere against the main German forces or in accomplishing goals essential for victory. If the cavalry are going to be sent into the Roman rear, four 2-9s or a 5-9 and two 2-9s may serve as well as two 5-9s. The lost combat factors are compensated for by the potential for fewer losses when forced to fight. In most scenarios the German player has enough cavalry units available to make their use and deployment an important consideration.

LEADERS

The German tribal chiefs are very important since they permit stacks of units to better absorb casualties. Unfortunately, there are never enough chiefs to go around. In Scenarios #1 and #2, a major difficulty the German player faces is his lack of leaders. The 9-5 and 5-4 infantry unit would be less important if virtually all German units could be stacked with chiefs. Given their relative scarcity, the German player should not waste his chiefs in unequal battles or ever place them in jeopardy. All the preceding comments about raiding the Roman rear areas, for example, assume that chiefs are not present in these areas where the Roman player can catch them. They are too valuable to risk on such raids. The chiefs are better employed in attacks on weakened Legions or in limiting losses when isolated Roman units are destroyed. In the end game of any scenario they can, and even must, stand and fight; but their loss early in the game gives the Roman player a big advantage. The chiefs are obviously central in Scenario #6 when their capture is important for Roman victory conditions. In this scenario the German player does have one option in the first half of the game in that

he can bring forward chiefs whose villages are safe from capture—such as the Lugii and Suebii—to command units in combat. The German player should also avail himself of the option of ceasing combat when the battle is going badly and letting the Roman player take the offensive if he will. All that is necessary is to have one more combat factor present to force the Roman to attack at 1-2 odds. If the attack began in the German phase, the Roman can, of course, wait until next turn to attack after bringing up reserves; but a No Effect die roll would still permit the escape of the chief.

The eagles perform much the same task for the Roman player as chiefs do for the German. The Roman player has less flexibility in their use since they must stay with the Legions and occasionally die with them. Their capture is calculated for victory conditions in many scenarios. In Scenarios #1 and #2 the loss of an eagle will mean a German victory. In Scenarios #4, #6 and #7 their capture by the German accummulates victory points. In Scenario #3 and #5 their loss is not important (beyond the Legion that is probably lost with them), but for most scenarios the Roman must take care that his eagles do not fall into the wrong hands.

The supreme commanders are interesting for two reason. First, they provide a positive DRM for their side on combat rolls. Secondly, their loss may mean automatic victory for the enemy, or at least some victory points. For the Germans in the case of Scenario #3, the loss of Arminius will result in the desertion of German units. In effect, this second consideration often negates the importance of the favorable DRM since the supreme commanders should never be placed in danger. They can be used to limit casualties in attacks where elimination of one's own troops is extremely unlikely, even if the commander were not present. It is unwise to involve them in attacks when bloody combat could lead to the battered remnants of the forces involved being assaulted by fresh enemies in the opposing player's next phase. It is obvious that when victory hangs in the balance in the last turns of a game, the supreme commanders may have to be committed, but it is always a good idea to have them available in these turns for that purpose.

THE LEGIONS

The heart of the Roman army, and the game, are the Legions with their eagles. They give the Roman player a tremendous advantage in terms of their stacking and their ability to break down to accept casualties. The favorable DRM in open terrain also limits the ability of the Germans to defeat a Legion on such ground. In fact, on open terrain a Legion is virtually indestructible. In villages and rough terrain the Legion's ability to take losses better than the German stacks will lead to victory in most circumstances. In a temple hex the favorable DRM for the Germans makes it unwise for a single Legion to take on a powerful German stack since the Legion will likely be outnumbered and suffer an adverse column shift in any event (unless the supreme commander is present).

Roman Legions should never be lured into the forests to attack powerful German stacks that include a light infantry unit and a chief *unless* auxiliaries are available to accompany them. If circumstances dictate, the presence of the supreme commander and the absence of a chief with the German stack could make such an attack advisable, depending upon game circumstances. Such attacks with or without the commander, however, are ill-advised if German reinforcements are nearby and Roman reserves are not. In this situation, even if the initial attack is successful in eliminating the German units, a German counterattack would finish off a weakened Legion and capture the invaluable eagle. If a single German stack is present and reserves are available, a foray into the woods may

be worthwhile since the danger of permanently losing the eagle is greatly lessened and the available German combat forces can be reduced.

Fortunately for the German player, the Roman Legions cannot always avoid the forests. For example, the Romans lack the forces to adequately garrison all the villages that must be held or captured in many of the scenarios. Nor can he ignore German forces lurking in the woods waiting for the Legion or smaller garrison forces to be left out of range or effective support. Isolated units or even a Legion could be weakened by successive German assault and eventually eliminated. The Roman player also lacks the time to use a slow approach to surround and eliminate the Germans in one stretch of forest by concentrating his troops when given the Roman victory conditions in most scenarios. Similarly, any eagles lost (or those to be recaptured in Scenario #4) cannot be recaptured in open terrain since there is little likelihood that the German player will be obliging enough to leave them in such a convenient location.

The Roman player, thus, is usually forced to venture into the wooded terrain if he wants to win the game, but the dangers inherent in this activity can be minimized. First, the Legion needs to travel with its full or nearly full complement of auxiliaries. The extra steps will allow attrition of German stacks and lead to their demise. If a light infantry is in the German stack, 3-2 odds are necessary to equalize the combat; therefore, the auxiliaries will be important to combat odds as well. Secondly, reserves should be available in the vicinity of the attack for any attempts to recapture lost eagles or rescue a battered Legion. Third, it is possible to flush German units from the woods with a lessened risk of casualties. Attack once and then cease the assault, forcing the German player to choose an attack at bad odds or evacuating the hex on his turn. A 55-factor Legion with 17 factors of auxiliaries could attack a chief, three 10-4 mobs, and a 5-5 mob at 2-1 odds and probably survive with a maximum loss of one cohort (barring an exceptionally bad choice on the tactical matrix) even though the German receives the DRM for the presence of the light infantry. Rather than continue the attack after the first round (unless a ½ DE result), the Roman can let the German attack at 1-2 or 1-3. Such a maneuver can effectively clear stretches of forest or break down strong German defensive positions, such as the one suggested by David Meyler ("A View from the Other Side" in Vol. 17, No. 6), where captured eagles and the supreme commander are placed in a woods hex with a strong stack surrounded by six other large stacks also in woods hexes. Advancing and then declining further combat would permit the German line to be breached and might force some of the German stacks onto less favorable terrain. It would also permit the Roman player to lessen the chances of a Legion being seriously weakened in the Roman turn and then eliminated by German counterattacks.

In addition to using the Legions as Legions, the Roman player can use the 5-5 cohorts as independent forces. These legionary cohorts are faster then auxiliary infantry and some of the Roman cavalry. These also retain the favorable DRM in open terrain and when defending fortifications. Thus, a 5-5 Cohort and a 3-4 auxiliary is a better combination than a 7-4 or 9-4 double cohort or two 3-4 cohorts, both in garrisoning fortified villages or in attacking German forces in Roman rear areas. Their speed is particularly useful in closing in on German light infantry and 9-5 mobs. It is usually to the advantage of the German player to sacrifice a few units to eliminate Roman auxiliaries. The presence of a 5-5 legionary cohort will raise the cost for the German to attempt this kind of attrition in open terrain. It could even be to the advantage of the Roman player to voluntarily break down a Legion (keeping the half-Legion and its eagle out of harm's

way of course) so as to have more 5-5 cohorts available rather than risking the loss of many auxiliary units. The auxiliaries can then be saved to go into the forests with the Legions.

ROMAN AUXILLIARIES

The auxiliaries are an important addition to the Roman forces. The 7-4 and 3-4 infantry units form the bulk of the forces available in all the scenarios. Given their speed and other characteristics, they are similar to legionary cohorts but weaker in the open terrain. One of their primary purposes should be to serve with Legions in the forest terrain. They can also serve as garrisons and expendable forces to spring ambushes, to hold flanks, and to prevent the escape of German units. Two well-placed 3-4 cohorts could prevent the escape of an important German stack even if the cohorts are lost as a result. The auxiliary infantry can be useful in dealing with German troops in the Roman rear as well, but as noted they should be teamed with a legionary cohort in the open. Two 3-4 cohorts may be more effective than a 7-4 double cohort in a combat situation since two attacks may be necessary to eliminate them. There is nothing worse than losing a 7-4 unit in a DL1 or AL1-DL1 in an even odds attack by a 9-5 mob. Save the 7-4 double cohorts for stacking with the Legions in woods or other terrain where the presence of an eagle can save at least part of the unit.

The Roman cavalry are either too slow or too weak for most jobs. The 2-8 light cavalry units are the ones with the best chance of running down a chief (carrying an eagle perhaps), but any kind of guard with the chief means an attack would be suicidal. The 3-6 units are stronger, but slower. Any units they can catch are probably going to be too strong to be attacked. The 9-4 and 4-4 units are stronger still, but hopelessly slow, particularly in wooded terrain. Their advantage in open terrain lies in the slightly higher combat factor. The Roman player has the additional disadvantage of lacking the option of mixing various types of cavalry units since he receives only a few cohorts in each scenario. Since the Roman player is limited in the number of cavalry cohorts available, speed is probably more important than strength. The 3-6 units can operate in rear areas more readily with 5-5 legionnary cohorts, and they might even be successful in catching a chief seeking to gain friendly lines and be strong enough to attack. Their movement factors will permit them to add their combat factors to a battle more easily. If the situation set up in a particular scenario seems to require an eventual major battle in the forests (as is the case for Scenario #4), one 9-4 double cohort might be chosen in the initial mix and preserved to send into the forest as one auxiliary with a Legion in an effort to defeat the Germans or recapture an eagle.

FORTIFICATIONS

Fortifications generally aid the Roman player, but they can be a subtle trap. While the units inside are doubled and gain a favorable DRM with a 5-5 cohort in the garrison any loss has a doubled impact, meaning that the odds could turn against the Romans very quickly. If the German has a number of turns to freely assault the village and replace losses, the garrison will be lost. In areas away from major German forces but exposed to raiders, the doubling effect will be important for the Roman forces; but large German stacks will present a danger to smaller garrisons, even those inside of fortifications.

The fortifications can be a trap in that they provide a false sense of security. A 3-4 auxiliary and a 5-5 legionary cohort can be nicely trapped by a single 10-4 or 9-5 mob that occupies the hex with the fortification counter. The German unit will not have to attack, and the 1-2 attack by the Roman garrison is not particulary inviting to the Roman

player. While the various garrisons are under siege, other German forces may begin reducing the garrisons one by one. The Roman player can avoid this problem to some extent by keeping the garrison *outside* the fortifications, at least as long as only a single 10-4 or 9-5 mob is within striking distance. The appearance of larger German forces will mean that the garrison either has to retreat inside the fortifications or seek to combine with other friendly forces. Remaining outside the fortifications will at least give the Roman player more options.

While the German player may be able to use fortifications to his advantage at times, on the whole they only create difficulties for him. He can, however, prevent their construction easily enough. Since fortifications are not finished if the hex is contested, a sacrificial 5-4 or 2-5 can attack to contest the hex. As a consequence, a few units can delay the construction of the fortifications while a larger German attack force approaches. This process will be too expensive to be continuously applied, but it can be effective if selectively applied. The last few turns of the first half of Scenario #6 would be one such circumstance where it could be used to the advantage of the German player to prevent a key village from being available for winter quarters. In this instance, any German casualties suffered are immaterial since the German forces available at the beginning of the second part of the scenario are unrelated to troop casualties suffered in the first part.

☆

Letters to the Editor . . .

Dear Rex,

Once again I am drawn to the typewr . . . er, computer to convey my thoughts and opinions, which I know you're dying to hear!?!

After calming my wife down from fits of rage when she learned that the latest issue of "That GENERAL" had arrived, I quietly adjourned to my recliner and began to read. There can't be a better place to start than the first page. "AH Philosophy Part 122"—after reading the first line my heart started to sink. Let's be real, *more* space devoted to *ASL!* Then I read on. A magazine devoted to *SL/ASL*—great! Now mind you that I don't particularly care for the game(s); I've played them and they're okay for a diversion from other titles. Personally, I think you're taking an easy and logical way out. I think it would be great and eliminate some of your editing decisions by allowing more space for other titles that have no other forum.

Now for the rest of the greatest magazine in print. After skipping the first eighteen pages, I began to read what I consider one of the best articles to appear since I've been subscribing. "Fighting the Panzer Leader" covered a large amount of ground. The Bulge scenarios for *PL* are some of the most intense I've encountered in wargaming. And finally someone has come through. Unobserved Bombardment is one of my favorite rules to use, but most people I've played say that there's no way any armed force would "waste" ammunition like that; I usually end up including a "recon" rule and send one unit to its demise just to pound an area with artillery prior to sending in the main ground strike.

Equally as good as the games was Mr. Nixon's counter to Mr. Ali's article. I love when this happens. These type of articles prove to those out here there's no absolutely fool-proof strategy to any of your games. "Not Just Another Day" was a good article for me in that it represents a game I feel has never been adequately represented in your pages—*D-DAY*, a true definition of a classic. This article caused me to pull out the game and put it atop *PATTON'S BEST* to review the items I noted for each of the invasion areas. The only thing I found I didn't agree with was his views on South France. But the best advice that Mr. Howard gives is in the last thirteen words of the article; if you've never played this game, you've indeed missed a lot.

As for the issue as a whole, I downgrade it only for the heavy coverage of *ASL* (bring on the annual). Otherwise, a superb job!

Nick Minford
GFAFB, North Dakota

★ ★ ★ ★ ★

Dear Mr. Martin;

I would like first to thank you for your letter regarding my expired subscription. Having been out of the country for a number of months, I was unaware that my subscription had lapsed but your letter brought this to my attention immediately upon my return.

However, in endeavouring to determine what a renewal would cost me, I was rather unpleasantly surprised. As a Canadian resident, you are asking me to pay $42 (U.S.) for a two-year subscription (where Americans pay $18). Perhaps I have misunderstood something, and please forgive me and correct me if I have. As it stands, however, there appears to be a gross injustice done to your Canadian neighbours. I understand that postage to Canada is, no doubt, greater than internal rates, so I accept this. I do not, however, understand what other costs are involved to warrant charging us 233% more than the going American rate.

In the end Canadians pay $50.50 U.S. while Americans pay $19.80 U.S. for the same product. Let me add that, although this is beyond your control, the current exchange rate is such that we end up paying approximately $70 Canadian! Such a figure not only makes me think twice, but made me seriously reconsider whether, in fact, I do need you. This is hardly a "modest investment" at almost $6 (Canadian) per issue. Please tell me that I have misunderstood something so that I can resume my subscription without further ado. Thank you.

Ted Davies
Trenton, Ontario

It is unfortunate that subscription to our magazine must be so expensive for those who reside in Canada and Mexico. However, unlike some larger periodicals, we have no shipping point in Canada nor do we make use of 2nd Class postage as so many others do (which raises the overall cost, and hence subscription costs to all

readers). Our postage contract does not cover mailings out of the United States. Hence we must use 1st Class for these. If you care to glance over our most recent catalogue, you'll note that a domestic one-year subscription to The GENERAL currently costs $24 U.S. total ($12 + $12)—the same as one in Canada. Even for a two-year subscription mailed 1st Class, an American subscriber must pay $42. I fail therefore to see where our policies are an "injustice done to our Canadian neighbors" since they apply equally to all—be they American, Mexican or Canadian. Unfortunately, until either your nation's postal service or ours changes their policies, this is the way it must be—a hard fact of life when trying to promote our hobby in Canada. Given this, it always amazes me that we are lucky enough to count so many of your fellow Canadians among our readership and count them as supporters and friends.

★ ★ ★ ★ ★

Dear General:

You're probably going to get a lot of letters on this, but here goes:

I was surprised to see Kenneth Burke's letter appear in The *GENERAL* (Vol. 24, #3). This type of raving, name-calling drivel has little to do with wargaming, and I hope you'll resist the urge to print these letters in the future. But, just for kicks, let's take a look at his remarks.

First, politics—James Werbaneth does seem to be somewhat of a right-winger, and this bias shows in his three *FIREPOWER* article. But this has not interfered with his military analysis, and he hasn't failed to point out some of the failures of the Contras and Salvadoran army. His only mistake seems to be his optimism about the Contra's future.

Economics—Capitalism (look, I even spelled it right) failed in Nicaragua. Well, so has Communism. Even without the Contras, the Sandinistas have managed Nicaragua's economy so badly, they survive mostly on Russian handouts. Cuba is in a similar boat.

Invasion: Will the U.S. go into Nicaragua? I can't see it. Right now, American public opinion wouldn't stand for it, the majority of Nicaraguans hate us intensely, and nobody else in the region would help us. The logistics alone would be a nightmare; Nicaragua has a mountain range in the center and densely populated cities. The U.S. could easily grab the coastal areas and neutralize Nicaragua's tanks and helicopters, but would then have to contend with thousands of angry people well-armed with Russian rifles, rockets and wire-guided missiles. Beside's, we don't need to invade. The Sandinistas are so good at bungling things, Nicaragua is likely to self-destruct anyway.

Getting back to wargames, I hope James Werbaneth will continue to write *FIREPOWER* scenarios. There are many possibilities: Afghanistan, Libya/Chad, Angola, Zaire, Pakistan/India. His work's well-researched and well-written. The Kenneth Burke's of the world shouldn't stifle the gaming creativity of your writers.

David Howery
Dillon, Montana

★ ★ ★ ★ ★

Dear Mr. Martin,

After reviewing my article "East Wall" in Volume 24, No. 1 for several months, I would like to offer the following changes in my deployment:

Baltic Military District:
11 Infantry in KK7
16 Infantry in II7
3 Armor in KK6
12 Armor in LL6
10 Infantry in JJ6
29 Infantry in MM6

The 11th and 16th Infantry, along with the 5th and 12th Infantry (of the Western Military District), are spaced one hex apart. In order to guarantee the movement of German reserve units, these Soviet units will have to be surrounded or blitzed to remove them and thus facilitate the breakthrough of the reserve units. The unit in hex KK7, besides preventing the capture of Vitebsk in June by German armor, also prevents the elimination of the Soviet naval unit by double evacuation.

By comparison, assume the following set-up in the Baltic District instead—11 Inf in II7; 16 Inf in KK6; 3 Arm in LL6; 12 Arm in MM6; 10 Inf in NN5; 29 Inf in JJ6. In order to eliminate both naval deployments, certain Axis deployments are necessary. Finnish infantry places a "Battle Location" in Hango; the Finnish naval unit lays mines in SS13 or SS14; Finnish air makes an air-base attack on the Soviet Air in Leningrad. meanwhile, Army Group North's Air makes a naval base attack on the Soviet Air in Talinn and German infantry attack NN5, MM6 and JJ6.

The armor of Army Group Center, starting from HH4, blitzes the 16th Infantry at KK6. They will eliminate the 16th and convert the railline at KK6 and KK7. Army Group North's armor blitzes LL6, moves through Riga (forcing the naval unit to evacuate to Talinn) and ends its move at OO10. In the Exploitation Phase, the 6-4-6 armor unit moves to Talinn. The smaller naval unit is eliminated, and the 5-5-7 naval unit must evacuate to Narva. A 8-6-6 from Army Group North can then secure Narva using extra movement and so eliminate the Soviet naval unit. The loss of both naval units will seriously weaken the defense of Leningrad.

In the Western Military District, I originally sited the 3rd Infantry in Vilna. An alternative placement would be in GG8. Referring to Figure 2 in my article, you can see that Vilna, Riga and Talinn are all left unguarded. If the Axis player captures all these cities, he will be able to gain the Finnish/German Replacement Bonus. The purpose of such a change in my deployment is to lure German armor into these cities, thereby diluting the panzers' punch.

In the Kiev Military District, the 16th Armor should exchange places with the 17th Infantry. This will make it just a little more difficult for the German to convert the railline at AA5. Finally, in Figure 3, the 2nd Para at P19 should be placed at R20.

Thanks for listening again to my efforts to find the "perfect" Russian defense for *RUSSIAN FRONT*.

Richard Miller
Petersburg, Virginia

★ ★ ★ ★ ★

Dear Mr. Martin

The "perfect Axis attack" proposed for *HITLER'S WAR* by Mr. Mustafa (Vol. 24, No. 3) is illegal on two counts. First, only one of the infantry SP in Army Group North can be moved by sea to the rest of Germany. One must stay in Q13. Second, Army Group West can't assault both O9 and O8; it gets only one assault per turn. I agree that Poland should be left alone on the first turn.

My own favorite attack (without the optional unaligned forces) is: AGC to P9 (one infantry, nine mechanized, two tac); AGW to O10 (five infantry); AGS also to O10 (four infantry, one mechanized). In the initial attack phase, AGC advances to P8 automatically. AGW assaults O9 and attempts to advance. AGS then attempts to advance to O9 as well without assaulting, even if AGW failed in its attacks. During exploitation, AGS (if it made it to O9) assaults the French army in O8. The French should save their defensive assault for AGC. Then AGC assaults the French, using both air factors against the French air, and attempts to advance. If this is successful, the French retreat to Paris (probably losing some strength to air superiority) and AGC attempts to advance into Paris. A lengthy probability calculation shows that this attack succeeds in capturing Paris 57% of the time. If the attacks of AGW and AGS go badly and you are worried about an Allied counterattack trapping AGC in O8 or capturing the Ruhr by transferring to Holland, AGC can always finish the conquest of the Low Countries instead of proceeding. The Axis then builds four more mech SP in Berlin and is in pretty good position to try to take Paris on the second turn. Another variation is to move one infantry SP from AGS to AGC in exchange for one mech SP. This lessens the chance of taking Paris, but usually reduces mechanized losses.

If *HITLER'S WAR* has a flaw, it is this ability for the Axis to knock France out so easily—which puts the Allies so far behind that they will be very hard-pressed to catch up. Something along the

lines of what Mr. Koellhoffer suggests in the same issue should be considered to remedy this. I don't agree with all the things Mr. Koellhoffer says, but I agree that *HW* needs some fine tuning, and as a whole his suggestions improve the game. That's why I cast a vote for his article as one of the three best that issue.

Jim Eliason
Wilmington, Delaware

★ ★ ★ ★ ★

Dear Rex:

Many thanks for the outstanding job you did with The *GENERAL* Vol. 24, No. 3 featuring *DIPLOMACY*. The blow-by-blow account of 1985HC was well done, highlighting the negotiations underlying the various strategies and tactics employed. So much of that is hidden when one merely reads a report of the game orders themselves. And the issue as a whole was, in my opinion, the finest you've produced in all the time I've been a *GENERAL* reader.

The response to my own article on negotiating an alignment shift has been excellent, and letters are still coming almost every day from people wishing to try their hand at postal *DIPLOMACY*. Fortunately I had the foresight to have a large supply of the "Supernova" novice booklets on hand before the issue appeared, so I've been able to deal with all the inquiries promptly. But I must correct one point in your introductory paragraph however; my 'zine "The Voice of Doom" folded back in 1984 and is no longer available. (A lot of people have been asking about it, based on your plug.) On the other hand, "Supernova" will continue to be available for years to come, and is my way of welcoming new people into the hobby I've grown to enjoy so much.

Meanwhile, to all *GENERAL* readers who are interested in playing *DIPLOMACY* by mail: we want to hear from you! Write to any of us, and we will give you all the help you might like in getting started.

Bruce Linsey
Dalton, Massachusetts

★ ★ ★ ★ ★

Dear Mr. Martin:

While I can't claim to be a long-time subscriber, I proudly claim to be an avid one. Therefore, please find enclosed a money order to renew my subscription to The *GENERAL* for another two years. A lot goes into the motivation for my renewal, only part of it being the quality of the publication.

In addition, there is the unqualified courtesy I have encountered in every dealing with the design staff of TAHGC. Nobody hits a "homer" every time at bat, and sometimes I've bought an AH titles that I needed a little help, clarification or just a friendly to heed regarding what I though might not be a "feature" but a "bug". This has taken the form of an ambiguous rule here or three, the off-register counter trim or the wrinkled map-mounting. In sixteen years of dealing with your company, not only have these problems been rare in the extreme, but when they were it was to (when deserved) and rectified (whether deserved or not), and always with polite attention to my problem.

I hear a lot of gamers out there refer to TAHGC with phrases like, "Well, they're turning into another big corporation" For the life of me I can't figure out what they are talking about. If they complain about Avalon Hill's responsiveness to customer griefs, I usually ask them who they wrote to (assuming they had the good manners to write) or who they spoke to (assuming that they at least brought their gripe to your attention). The loudest complainers always return the blankest stares. Not too surprising when you think about it. It seems that they never really bothered to address their complaints to anybody at your offices, but that doesn't stop them from blaming "The Company" for not answering their problems. It would seem that in addition to doing what you do for the love of the hobby, you are also required to be psychic.

So, mostly from the selfish enjoyment I expect to glean from its pages, but not a little from simple customer loyalty, I happily renew my subscription to The *GENERAL* (at what, I might add, are the best rates I've seen for any publication). And you needn't write me again in a year or two. I'll be along. I hope you will too.

Don Hawthorne
Clayville, Rhode Island

THE DANCE OF DEATH
The Billings Rules for GLADIATOR
By John E. Hyler

I have been an aficionado of *GLADIATOR* since it was first published. I have yet to find a game that provides two players with the same level of excitement in a game with this format. However, since the original series of articles about *GLADIATOR* (Vol. 18, No. 4) I have read no more about rules modifications or revisions. The original rules, to the limit of their scope, provide the players with an exciting game that is easily learned and played. The inherent realism is as close to reality as one can get without actually donning a sword and shield and engaging in a little slash and parry.

During the few hundred games that I and my friends have played, numerous omissions and inequalities became apparent. So began the evolution of the "Billings Rules" (named after the town we reside in). The intent of the rules changes and additions was not to increase the complexity of the game to the proportions of, say, a *THIRD REICH* or *GETTYSBURG*. Instead, we wanted to build upon the original system in such a manner as to maintain the basic format with no cost to playability. My friends and I have extensively playtested all of these changes, trying new ideas and discarding others. The revisions below represent the refined version of all that transpired. They are all tried and tested, and I feel add much to the excellent original format.

6.7 MAP EDGES

One of the first changes we made was to the mapboard. Granted, the actual size of the arenas where actually combat occurred was much larger. But in actual play, I found that only rarely was it necessary to reposition the gladiators back to the center of the board. In our version, the map edges are all considered as walls. Gladiators *cannot* move off the board. In addition, various Stun penalties are assessed for contact with the wall, depending upon the nature of the contact. (More on this in the movement and collision sections.)

The players must now be cognizant of the wall during the game to avoid an unwanted collison with an unyielding surface. A certain amount of strategy comes into play when an implement is dropped. The opposing player can, at his discretion, opt to try to kick it against the wall or into a corner, making recovery attempts extremely unpleasant. From my reading, much of the tried and true tactics that historical gladiators exercised revolved around proper use of the confining walls of the arena; how simple to invoke those concerns.

One thing that disappointed us in the original game was the lack of any cohesive order of events in the tables. This lack of order lead to arguments about what happens and when, demanding that our time be spent looking up rules. The original tables also require a player to constantly flip back and forth from one side to the other as events dictated, a real bother in a fast-paced game.

As our modifications were refined, the need for one "Gladiator Table" became apparent. So I sorted out all of the events that comprise a turn, and placed them into a logical order as they occur during the turn. This made for a three-page table (refer to tables at conclusion of article), but each page represents a particular segment of both the game and turn. The three sections are as follows:

1. Gladiator Creation and Maintenance
2. Movement Phase
3. Combat Phase

Let us work through these step-by-step.

GLADIATOR TABLES
3.7 Physical Characteristics

The original Physical Characteristics Chart by and large generated gladiators that can best be described as mediocre to average. Only 36 options were available. This lead to the adoption of Mr. Medrow's "Physical Characteristics Table" (from his article "The Wisdom of the Arena" in Vol. 18, No. 4). A few minor changes were made in the values of some categories, but they are basically the same.

The use of three dice generates a bell-shaped probability curve centered around "10" and "11". So the "average" gladiator will start his career with about 11 or 12 combat factors, 11 wounds and a constitution of three or four. The possibility now exists, of course, for a player to roll five outstanding rolls and be rewarded with a real monster (a Gaul, no doubt). The converse can occur of course, resulting in a pipsqueak (a Greek likely).

One suggested variant for those who want a touch more control of their destiny is to roll five times and arrange the physical characteristics as the player sees fit, in so far as the numbers dictated by the values rolled allows.

3.6 Armor Coverage; Purchasing Armor

Again, this is adapted from Mr. Medrow's table. I felt, however that his purchase limits for the various gladiator catagories were too low—particularly for the light gladiators. I admit, I have a bias for armor. I like to have my gladiators wear lots of armor. The new values are as follows: Light=400, Medium=850 and Heavy=1100.

The Retarius is now classified as a light gladiator in armor capabilities. The 400-sesterce limit allows him, or a regular light gladiator, to purchase at least two pieces of useful armor or up to five pieces of B5 armor. (I have found that 5-class armor is about as useful as a snow shovel in Rio de Janeiro.)

Medium gladiators have enough sesterces to buy armor in the seven range of coverage. Two dice generate a bell-shaped probability curve centering around "7". This makes the armor useful an average of 55% of the time.

The heavys are truly tanks on feet. Unless he opts to buy C-class armor, a player can be assured of at least B-class, with a coverage of not less than "7".

Rolling for Armor

With a few changes, this table is the same as the original. In either armor option (purchase or random), the size of the shield in the light and medium categories must be rolled.

19.2 Missus

A gladiator who has won several matches is definitely a crowd-pleaser. Historical records show that the crowd was quite knowledgeable about the fighters, had their favorites and followed their careers. So, after the computations to determine the column used on the chart are finished, the player checks his record of wins and losses. For every two matches that a gladiator has won previously by either a kill or a missus, he is advanced one column until he is rolling on the "61 or More" listing. Any excess wins are discarded.

However, for each and every previous match that a gladiator was granted Missus himself by the crowd, roll on the next lower column on the chart—until rolling on the 1-15 column. Any excess downward modifiers are ignored. All modifications, both for wins and for Missus, are cumulative (and can even cancel out). As an example: a gladiator with six wins and two missus granted is rolling on the 16-30 column; the wins advance him to the 61+ column while the two missus lowers the final column to the 31-45 range.

These modifications justly reward a gladiator with a string of victories who has bad luck in the current match. Likewise, it can represent the growing ire of the crowd towards a gladiator who finds himself continually appealing to them for mercy.

21.1-21.44 Healing and Improvement

This is an extensive section of the rules codified for ease of play. Players first must heal all wounds of their gladiator, adjusted for failing rolls if any. All experience points are then computed and purchases may be made if the player so desires. The only alteration made was to the spending limits. A player may "buy" two factors of training *or* one of training and one other (whether it be AG, ST, CON or W).

MOVEMENT TABLES
16.3 Endurance Loss

The equation is unchanged, but it is now placed in its logical place at the beginning of a game turn before any other action commences. As per the rules, this table is consulted at the start of each game turn beginning with the second turn.

14.3 & 15.7 Fall Prone

Contrary to the rules, I feel that a player who falls prone as a result of stumbling in the previous turn should not be penalized for one turn before he can roll (RO). A stumble result in the previous phase now indicates the *possibility* of a fall. If the gladiator does not fall, then the mechanics of stumbling dictate that he remain in the same hex that turn.

If he does fall prone, instead of lying motionless like an anesthetized cow awaiting butchering, he should be allowed to RO. He must, however, still remain motionless for one turn when he rises to his knees. "Fall Prone" is now rolled before any other written movement notations are made. If the gladiator falls, then he can RO, but *not* KN. At any time thereafter, a gladiator may spend at least one phase motionless and prone before he can KN.

3.4 Move

In accordance with the change in armor classification for the Retarius, a Retarius is considered a Light in movement capability with six available moves per game turn.

6.3 & 6.4 Movement and Special Actions

This section shows the majority of our modifications. The original tables are fine with the one-hex range of movement; all six adjacent hexes can be reached with one or the other Standard Actions. In the three-hex range, the C notation is still the only manner in which a gladiator can shift three hexes.

But this leaves us with the two-hex range. The original special actions left six hexes within that two-hex range that could not be reached. Specifically, these are the six hexes which resemble the move of a knight in chess (2 F,B or S & 1L or R). In Diagram 1, these hexes have been shown graphi-

cally. Those that can be reached using the original actions have been indicated; this leaves the hexes even numbered as unreachable.

To enable a gladiator to enter these hexes, we devised an additional four Special Actions. The first two—*Quick Forward* (QF) and *Quick Backwards* (QB)—can only be used in conjunction with a Sidestep Standard Action. The remaining two, *Right Quick* (RQ) and *Left Quick* (LQ), can only be used with an F or B Standard Action.

For example, a movement of "SFR(QF)" will move the gladiator one hex right and one hex forward as shown in Diagram 2. A notation of F(QR) will place him in the same final hex, but move him one hex forward and one hex right. Diagram 2 shows all notations necessary for a gladiator to reach each hex. Making all of the hexes in the two-hex range available for movement has opened a multiplicity of possible flanking actions against an opponent; it also makes guessing where the enemy will move that much more difficult. And it is more realistic.

One last addition to the Special Actions are our notations "(AR)" and "(AL)"—for *About-Face Right* and *About-Face Left*. This is simply a 180-degree turn in the hex and eliminates the cumbersome "(RRR)" and "(LLL)". In all respects these are equivalent.

13.0 Kneel Standard Action

Definition of which specific hex is used for a KN Standard Action from a prone position was found to be necessary. After all movement is plotted for both players, a die is rolled for the gladiator who is kneeling. On a roll of "1-4" the KN takes place in the hex containing the prone gladiator's *torso*. On a roll of "5" or "6", the KN takes place in the hex containing his *legs*.

Stun: Movement into the Wall

This is new section of the rules to be used whenever movement would take the gladiator to the board edge. Diagram 3 illustrates how Stun is accrued by movement. If a gladiator is adjacent to and facing the wall and moves F or SF into the wall, he automatically receives two factors of Stun. If he

is one hex away and either SF(Q) or F(Q) into the wall, he receives four factors of Stun. If he is two hexes away and charges C, he is awarded six factors of Stun. The same method applies, of course, to all SB and B moves, with the exception that a gladiator gets only one factor of Stun for each hex moved. Thus, (QF) garners two Stun; (QB), only one Stun; (RQ) or (LQ), two or one Stun depending on the Standard Action selected.

Running into the wall is very rare once players are familiar with the effects and new movement plot. But collisions with the wall occasionally do happen, much to the amusement of the enemy!

14.2 Stumble, Backward Move

This equation remains the same as the original, placed after the movement section, and used when applicable. A note of clarification only: if a gladiator is plotted SB(QB) or B(RQ) or B(LQ), the net modifier is −3 excluding any possible Stun. SF(QB) equals −1 when using this table if the item is in the final hex.

12.7 Kicking Weapon/Shield

Again, the equation is unchanged, but notice should be made that an (AL) or (AR) Special Action still counts as *three* written actions.

In the occasional instance where a glaadiator is attempting to recover an implement (with or without an R Standard Action) while at the same time his opponent is attempting to kick it, both players roll one die. The highest roll completes his action. In the event of tie, continue until one player rolls higher. If the player attempting recovery wins the roll, he rolls and if successful the opponent's kick is ignored. If the player kicking wins the roll, he completes his action and if the item falls out of reach of the player attempting recovery, the enemy action is annulled.

Collision, Crossed Paths of Movement

This is a major change and alters Rule 7.2. If two gladiators end their movement in the same hex, or if one gladiator enters a hex that the other did not move out of this turn, a collision occurs normally (use the regular rules to resolve). If, however, the gladiators *both* move *and* cross paths during movement, the *possibility* of a collision occurs. Diagram 4 shows an example. This rule does *not* apply to the hex that either gladiator occupied at the beginning of the phase. It does not apply if the paths intersect due to a following movement.

To see if a collision actually occurs in this instance, each player rolls a die. If the net result is doubles, a collision occurs and is resolved normally.

Any additional movement plotted beyond the hex of collision is cancelled. If the die roll is not doubles, the nimble gladiators have avoided contact and both complete their plotted movement.

7.5 Impact Factor

Because of the additions to the Special Actions, some revisions had to be made to the movement dice roll modifiers. Diagram 5 shows the modifiers for all hexes for the various movements. Move (QF) = +2; +1 if used with a SB Standard Action. (RQ) or (LQ) equal +1 if used with a F Standard Action; −1 if used with a B Standard Action.

Positional Advantage

"If both gladiators *moved*, and end their movement in the same hex, a collision occurs but *no* modifiers for positional advantage are received by either gladiator." (from Thomas Springsteen's article "Gladiator" in Vol. 18, No. 4)

Because too many arguments erupted because both gladiators moved but one had his back to the other in the collision hex, we chose to reverse Mr. Springsteen's statement. The following now applies in The Billings Rules.

Positional advantage DRMs *are* determined even if both gladiators moved. To do this, both players move their gladiators to the last hex occupied before entering the collision hex. Careful observation is made of the respective facings entering the collision hex. Then any final facing changes plotted for the next hex are performed, until both gladiators are presenting the facing that will net his opponent the *smallest* DRM for positional advantage. This is based upon the facing in relation to the hexside that the other gladiator *enters* the collision hex through. When these pivots are completed, both enter the collision hex and collision is resolved normally. Diagram 6 illustrates an example.

If the facing entering the collision hex is the best that the gladiator will have prior to any facing changes plotted, those additional turns are cancelled. If a gladiator has no additional turns written down, his facing will stay the same and any DRMs are computed from that final facing.


Diagram 1: Examples of (Q) Movement

C

F(Q)

SFL(Q) SFR(Q)

SBL(Q) SBR(Q)

B(Q)
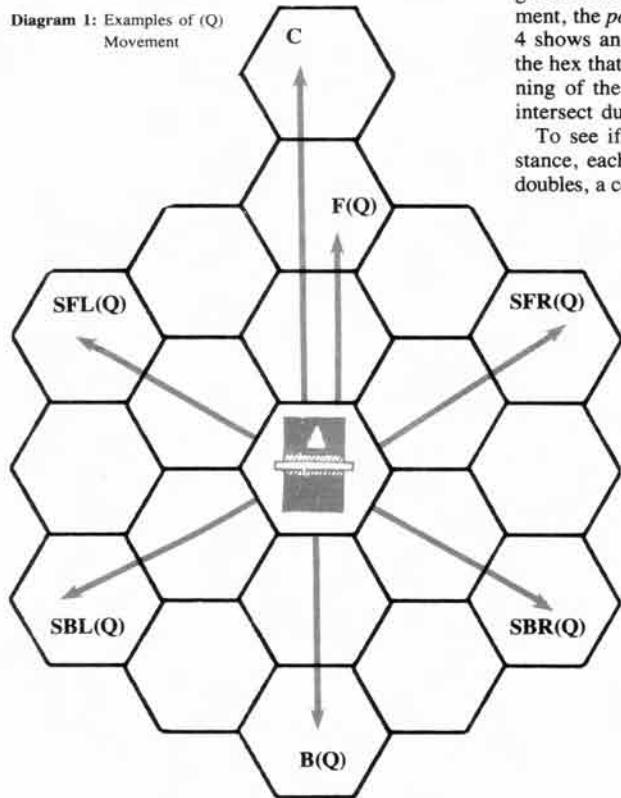
Diagram 2: Examples of Special Movement

C

F(LQ) F(RQ)

SFL(QF) SFR(QF)

SFL(QB) SFR(QB)

SBL(QF) SBR(QF)

SBL(QB) SBR(QB)

B(LQ) B(RQ)
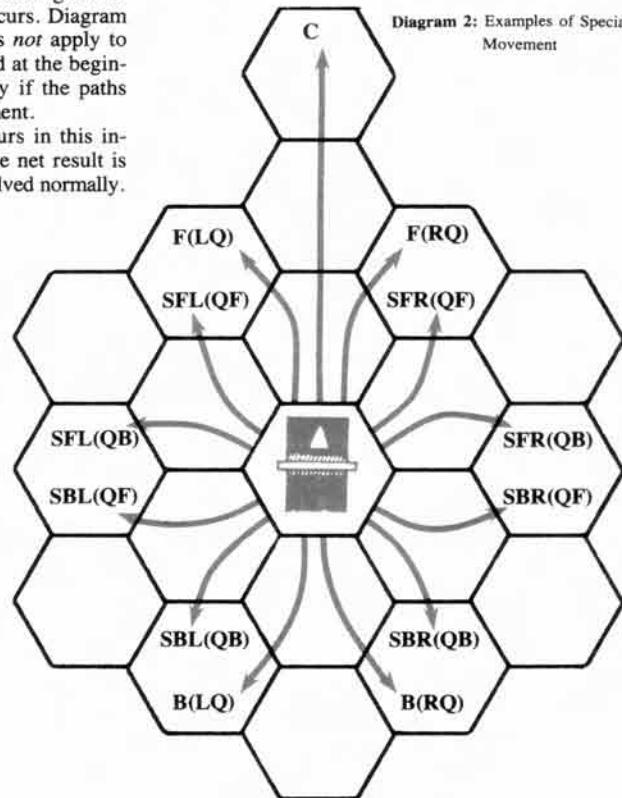
When collision occurs where one gladiator is presenting one of the three rear facings to his opponent, while his opponent presents one of the three frontal facings, the enemy will receive appropiate DRM. The first gladiator would receive *no* DRMs regardless of the *front* facing of his opponent. When both gladiators present rear facings to each other at the time of collision, neither receives any DRMs.

This procedure, although complex in explanation, is not that difficult in concept or practice. After a few trials, the process will become second nature.

This process is *not* performed if the collision was due to crossed paths of movement (see above). In that case, the DRM for positional advantage is calculated according to the facing as the gladiator entered the hex in relation to the hexside crossed by his opponent (and vice versa, of course). Diagram 7 illustrates this situation.

As a final change to the collision rules, if the net impact factors of both gladiators after all DRMs and the die roll result in a tie, *both* gladiators are Stunned and consult the table on the CRT. They are placed adjacent to and facing each other disregarding the contested hex. Since the net result was a tie, ''0'' is added to the two-dice Stun roll.

7.52 Collision Results

The only addition to this table concerns the Wall. A gladiator who, by losing a collision (ties do not count) is forced into a wall, automatically receives four factors of Stun in addition to any factors he may receive from the CRT. If this occurs, the gladiator who won is returned to the hex he was in preceding the collision and the loser remains in the collision hex.

14.1 Stumble, Collision

We have omitted the ''or net'' section because this will be covered by a different table now. All other rules are maintained, with one exception—a gladiator falls prone if he was already in the S mode this phase, loses the collision, *and* fails his check for stumble. The next turn he may RO or KN.

12.6 Recovery of Weapon/Shield

For some reason, this equation was omitted from the original tables. We have placed this table following those for collision and before those for Net Throw. In effect, a gladiator will be attempting to recover a weapon while a Retarius is casting his net. If he fails and is ensnared, then the modifier for ensnarement would apply next turn. The same applies for Net Swing attacks, any stumble modifiers becoming effective the *next* turn.

Recovery attempts during Net Lay attacks are resolved somewhat differently. If the secutar, by use of an R Standard Action, S mode or no movement notation, does not move out of the hex he started the phase in, he resolves his recovery attempt *first*, before the net attack is resolved. If, however, he moves and either ends up in, or passes through the hex plotted for Net Lay *before* he attempts recovery, the net attack is resolved and if successful, the "Gladiator Stumbling +4" modifier would be in effect. As a further clarification, this means that if a gladiator enters a hex that has a Net Lay attack plotted and announces a recovery attempt as he enters that hex, the net attack is *still* resolved first.

Many disagreements occurred concerning the "+4 Gladiator Collision BEFORE Recovery Attempt" modifier. Prior to the Billings Rules allowing the possibility of collisions due to crossed paths, the only time this came into play was if two gladiators ended movement in the same hex and collided. The main contention among our players occurred when the gladiator did not leave the hex he started the phase in and was involved in a collision. One group held that the gladiator tried to recover his sword/shield first, before the other
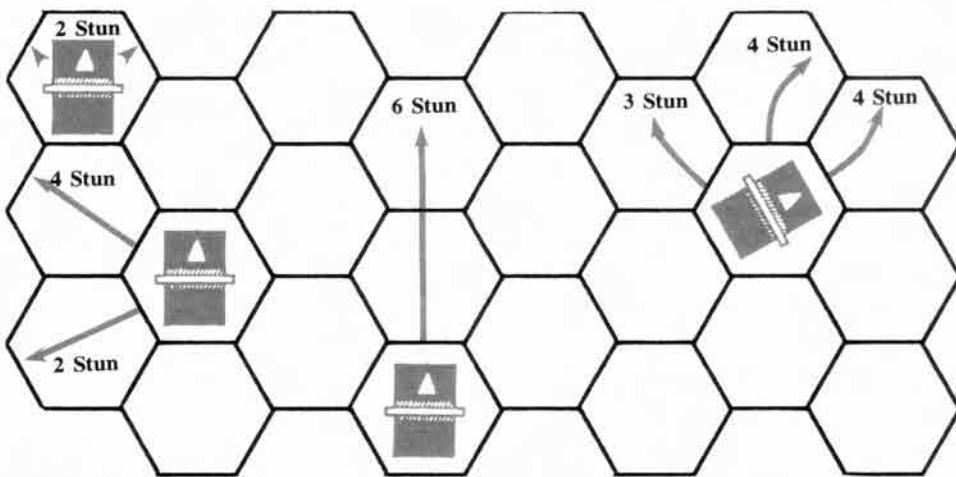
Diagram 3: Movement into a Wall
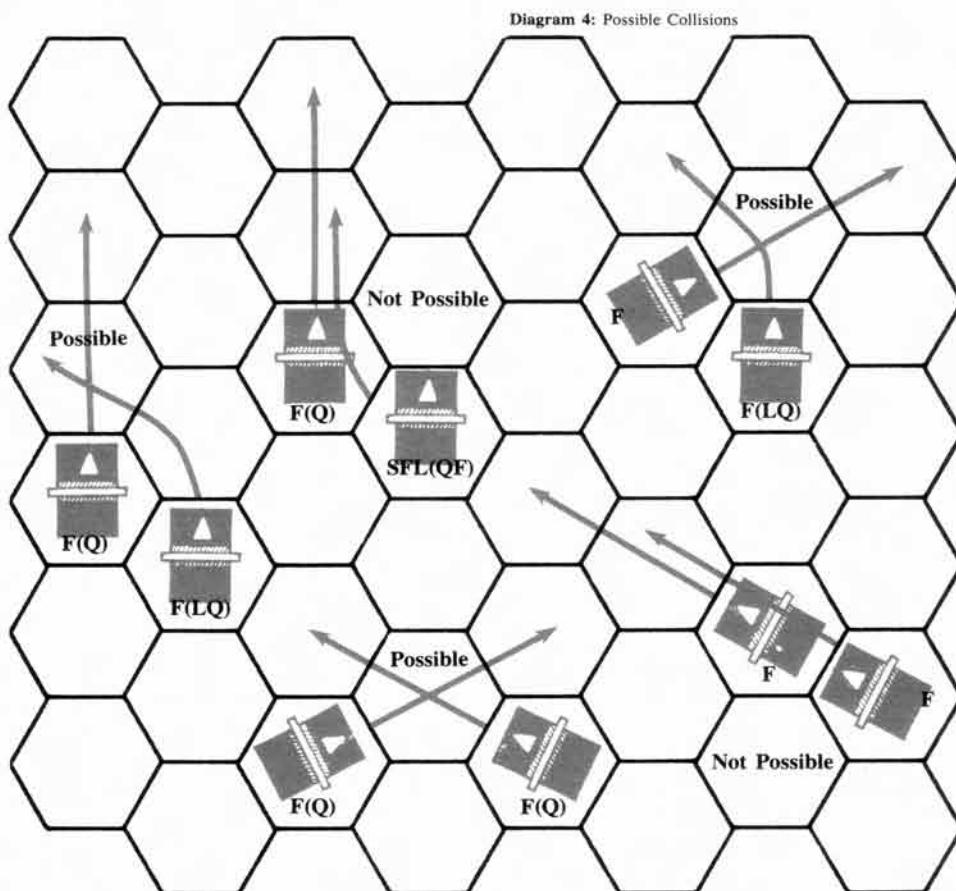
Diagram 4: Possible Collisions

arrived in the hex and collision occurred (and was not therefore subject to the collision modifier). The others thought that he was still affected by the collision during that phase. I feel that any collision is detrimental to a recovery attempt—this regardless of the time of collision. Too, I felt that a collision should not cancel a R Standard Action, as some argued.

So now, the collision modifier is altered to read as follows: ''+4 Gladiator Involved in a Collision This Phase.'' This is in effect regardless of the point of collision in the phase. However, a collision does not cancel any R Standard Action. The gladiator still has the −6 modifier, but also garners the +4 collision modifier. All else being equal, this leaves him a fighting chance to recover his weapon, making it more palatable to use the R move when in range of an enemy. Effects of Stun from the collision are *not* added to the recovery attempt if the the gladiator does not leave the hex that he started the phase in, or both gladiators moved, or the recovery attempt

is made in a hex prior to movement into the collision hex. Stun, if any, is added if the recovery attempt takes place in the collision hex after the recovering gladiator or both moved. (Accumulated effects of Stun from previous turns are applied normally, of course.)

17.34 Net Toss

We added one more modifier to the table. A Retarius must add −4 DRM if he was involved in a collision in the phase he tossed his net. Since net tosses are resolved after all movement, if he was involved in a collision it would have a deteriminal effect on his accuracy.

17.45 Net Swing

The −4 modifier for being involved in a collision is added.

17.55 Net Lay

In addition to being effective at the time of hex

Diagram 5: DRMs for Various Movements

entry during a recovery attempt, the Net Lay is also effective during phases where collision occurs. There is no −4 DRM applied. If the secutor steps into the net lay hex at any point during his move, the attack is resolved first. If a stumble result occurs, the secutor completes his move, and collision occurs but with the −2 DRM added.

Regardless of the outcome of the collision, the secutor is *always* stumbling. If he loses the collision as well, he is then under a double penalty provision. If he fails *this* stumble roll, he falls prone.

Collision occurs normally if the secutor did not step into the net lay hex during his move, or if the secutor did not leave the hex he started the phase in and the Retarius initiated the collision by entering that hex. If the latter is the case, the Net Lay is cancelled but the Retarius still expends the two CFs. The net lay attack is also cancelled if the collision is due to crossed paths of movement.

Although net lay attacks are resolved when the secutor enters the plotted hex, he still moves his entire plotted move. Any stumble results take place in the hex where the secutor *ends* his movement.

If the final hex is the collision hex, the Retarius first completes any turns as indicated by the new positional advantage rules (see above) for collisions. Then he lays his net in the designated frontal hex in relation to this final collision facing.

14.1 Stumble, Net

We changed this from the original formula as shown on the chart. A stumble resulting from a net attack is more a matter of the secutor's agility than of Stun. Aside from a lucky critical hit on a head wound, the only way Stun can be assessed is by losing a collision and/or running into a wall. For the Retarius, given the fact that he is a Light and has no shield, a collision is precisely the situation he wants to avoid. The old stumble equation greatly hampered the use of the net. It was impossible to get a stumble because the secutor had to have Stun factors before a check for stumble from a P result would be effective. (Several can surely remember discarding the net and fighting with the trident alone because of this, a rather strange reflection after all those gladiator movies we watched as kids.)

Our new equation balances this. It makes the net the potent weapon it was. This is offset by the increase in M results on the CRT, and by the fact that in two of three attacks the Retarius cannot use his net for the next turn or two as he untangles it.

11.5 Recovery from Stun

Recovery from Stun now takes place after *all* movement activities, as is only logical.

COMBAT TABLES

12.5 Throwing Weapon/Shield

We found that the original hit tables did not truly reflect the basic hit probabilities inherent in any thrown object. In all cases, the player throwing the implement had one chance in six, regardless of the range. Yet the scale of the mapboard seems to be about three feet to the hex. Manifestly, a gladiator hurling an object at an opponent is going to have a much better chance of scoring a hit at close range.

So we developed the system of modifiers contingent upon range and training as shown. Now a gladiator of average training has at least a 50% chance of hitting with a shield, sword or damaged trident at one hex range (and 66% if with an undamaged trident). The probability falls commensurately with the range. I placed the trident in its own category since it is a weapon meant to be thrown if the occasion arose.

The training modifiers represent the relative skill of the gladiator in an unusual circumstance. A gladiator with a high TR will be much better versed in all uses of his weaponry—including throwing. A gladiator with little training has probably never thrown his equipment before.

All implements can be thrown a maximum of six hexes (18-20 feet). In the event of a miss, the object will still land at the *unmodified* distance as prescribed by the die roll. If the object lands in the opponent's hex after a miss, no hit occurs. The gladiator throwing the item must roll less than or equal to "1" to score a hit. And hit results have been modified to include a method of where the hit occurred on the body.

The hit equivalents on the CRT were changed to be more deadly. A player will usually discard his shield when it is rendered useless, often by throwing it. In this state, the shield would be crumpled and have gashes along the lip; this makes for numerous sharp edges that would cause a wound. A thrown shield now "attacks" on the "0" column if a hit is scored. Likewise, a thrown sword or damaged trident has far deadlier potential effects than originally allowed; these "attack" on the "3" column when a hit occurs. The values for an undamaged trident remain the same.

In summation, playtesting has shown this system to be a much more playable and realistic method for determining the effects of a thrown object—both in hit probability and in the potential for wounding the target. A player will wait to throw an object until he is at close range, which is only logical. To throw a weapon or shield away otherwise is a mark of extreme desperation or stupidity.

8.5 Combat Results Table

This table has been expanded to include attacks of up to eight factors. I have also limited the total factors allowed in any one attack to eight. This is admittedly arbitrary, but the feeling is that there is a human limit in how many factors could be devoted to any one attack. Let's face it, an attack with eight factors is bonecrushing—particularly with Light gladiators. We felt that the capabilities of a gladiator with, for example, 20 CF is more accurately represented in his ability to deliver more heavy attacks per phase than one titanic attack (10 CF) followed by a string of weaker ones.

At the other end of the spectrum, we felt it unfair that a gladiator be forced to divide his available CFs until he reaches a level of one CF. This is a noticable departure from reality. A gladiator which finds himself wounded to the extent where his CFs are greatly

Diagram 6: Example of Collision. First figure shows planned movements; second shows rotations; third shows positions in collision hex.

Diagram 7: A collision has occurred in the hex, but no pivots are made in this type of collision.

F(RQRR)   F(QAL)

F(Q)   F(LQ)

reduced may want to conserve his strength, to make one heavy attack in lieu of several small ones. If he so chooses, then he is still at a disadvantage if his opponent has multiple attacks planned—but his own single effort is still dangerous. Therefore, if a gladiator has a total (including positional advantage) of six or less CFs at the beginning of a combat phase, he may elect to use these in one attack. If he has a total of seven or more, he must divide them into multiple attacks as per Rule 8.31.

Another change in the combat tables made was to increase the number of M results. This more accurately reflects the possibility of a miss even on a moderate attack. As a corollary, it makes net attacks a much more dangerous proposition with regards to a grabbed net.

8.32 Defense Allocations

We have chosen to incorporate Mr. Greenwood's matrix system ("Defense Modifications for GLADIATOR" in Vol. 18, No. 4) as a standard format in the game. The five defense cards allow the gladiator, with certain limitations as defined by the individual cards, to protect an unarmored or badly wounded body area in a low-cost (2 CF) method. Only *one* such option may be selected per combat phase. A gladiator may still allocate additional CFs to other body areas as per Rule 8.32.

12.2 Weapon Drop

The original equation for dropping a weapon did not take into account the strength of the defender. In this new equation, the defender's strength (DS) is added to the roll. Note that a negative strength value is actually detrimental to the defender's dice roll. This makes it harder for a weapon to be stripped from a strong gladiator and easier against a weak one. And this makes the use of the "D" defensive card a much less chancy proposition in the face of heavy attacks on the arms (that is, if the defender has a positive ST value).

12.1 Shield Drop

We added the "+DS" for the same reasons explained above.

CONCLUSION

In closing, the Billings Rules have added greatly to our enjoyment of *GLADIATOR*. These rule changes, although they do not complicate the game for a novice, helps immensely in challenging the experienced player. The reorganized charts have allowed us to teach and play the game with much ease.

But the evolution of the Billings Rules has not finished. What of the gladiator who loses his weapon; does he have no recourse but chancy recovery attempts and collisions? We are now experimenting with incorporation of fists and kicks in the game system. And consider the poor Retarius; historically he had a knife to defend himself with if he lost his trident. The original rules made no provision for such. We've lately added a rule that if he loses his trident he may use his knife for attack and defense; however, *all* attacks made with the knife are halved in value—and it cannot be thrown. We'd love to hear your thoughts on these, and other, ways to improve this most tactical of all games.

CREATION & MAINTAINENCE
PHYSICAL CHARACTERISTICS CHART

die roll	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
TR	7	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13
ST	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5
AG	-3	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4
CON	1	1	2	2	2	3	3	3	4	4	4	4	5	5	6	6
W	9	9	9	9	9	10	10	11	11	12	12	13	13	14	14	15

ARMOR COVERAGE

Light & Retarius = 400   Medium = 850   Heavy = 1100

TYPE	5	6	7	8	9	F
C	50	80	105	130	150	180
B	80	125	165	205	235	285
A	85	140	185	225	265	320

Light Gladiator Armor Table

die roll	no. 1	no. 2	no. 3	no. 4	no. 5	shield
1	A2	—	—	—	—	Large
2	B6	—	—	—	—	Small
3	C6	—	C	—	—	Small
4	C7	—	—	—	—	Large
5	B7	—	—	—	—	Small
6	A7	—	C	—	—	Small

Medium Gladiator Armor Table

die roll	no. 1	no. 2	no. 3	no. 4	no. 5	shield
1	A7	C	C	C8	C8	Small
2	A8	B7	C	B7	A6	Large
3	A	—	B7	C	A7	Large
4	A	—	B7	C7	C8	Small
5	A	C6	—	B6	B7	Large
6	A	B7	—	B7	A7	Large

Heavy Gladiator Armor Table

die roll	no. 1	no. 2	no. 3	no. 4	no. 5	shield
1	A7	B8	C	B7	B7	Large
2	A	B8	C	B7	B7	Large
3	A	B7	B7	B8	A7	Large
4	A	B7	B7	B8	A7	Large
5	A	C	A7	A7	B8	Large
6	A	C8	B8	A7	A8	Large

HEALING OF INJURIES

2 dice—Wounds in Body Area > 1

Failed Healing Roll:

Area 1, Subtract amount from CON
Area 2, Subtract amount from W
Area 3, Subtract amount from W
Area 4, Subtract amount from ST
Area 5, Subtract amount from AG

Improvements:

Total CF on Off—Total CF on Def divided by 3
    Fraction discarded = Experience Points

Gladiator scores Kill = 10
Slow Kill, killed by two or more attacks to same area
    T1 = 20, T2 = 15, T3 = 10, T4 = 5, non thereafter
Fast Kill, first wound results in Kill or Missus in one area
    T1 = 12, T2 = 9, T3 = 6, T4 = 3, none thereafter
Gladiator's Opponent granted Missus = 15
Gladiator granted Missus = 5

Purchases:

Cost	Benefit
25	Add one to TR
35	Add one to AG
35	Add one to ST
50	Add one to CON
50	Add one to W

Limits: 2TR or 1TR and one other per purchase

NEW & REVISED GLADIATOR TABLES
Billings Rules

MOVEMENT

STANDARD ACTIONS		SPECIAL ACTIONS ALLOWED
F	Forward	No (QB) or (QF)
B	Backward	No (QB) or (QF) or (K#)
SFL/R	Sidestep Forward Left/Right	No (RQ) or (LQ)
SBL/R	Sidestep Backward Left/Right	No (RQ) or (LQ) or (K#)
C	Charge	None
X	Pause	No (Q), (QF), (QB), (RQ) or (LQ)
S	Stumble	Only one (L) or (R)
R	Recover	Only (L), (R), (AL) or (AR)
KN	Kneeling	No (Q), (QF), (QB), (RQ), (LQ) or (K#)
RO	Roll (-FR, -BR, -FL, or -BL)	Only (Q)

SPECIAL ACTIONS

(Q)	Quick Move
(QF)	Quick Forward, used with sidestep
(QB)	Quick Backward, used with sidestep
(QR)	Quick Right, used with F or B
(QL)	Quick Left, used with F or B
(R)	Right Turn
(L)	Left Turn
(AR)	About-face Right
(AL)	About-face Left
(K#)	Kick Item
(TN)	Toss Net (6CF)
(SN)	Swing Net (4CF)
(LN)	Lay Net (2CF)
(RN)	Repel Net, no other Special Action may be used

COLLISION IMPACT FACTOR MODIFIERS

DRM	Condition
+2	Heavy Gladiator
+1	Medium Gladiator
+2	Gladiator has Large Shield
-2	Gladiator has no Shield
+2	per hex Gladiator moved F this phase
+1	per hex Gladiator SF this phase
+3	if Gladiator plotted F(RQ) or SF(QF)
0	if Gladiator plotted SF(QB) or SR(QF)
-1	per hex Gladiator moved B or SB this phase
-2	if Gladiator Kneeling
-3	if Gladiator attempted to recover Shield/Weapon
-2	if Gladiator Stumbling
-1	per stun factor of previously stunned Gladiator
+ST	Strength factor of Gladiator
+AG	Agility factor of Galdiator
+?	Modifier for Positional Advantage

COLLISION RESULTS

2 dice + [attacker IF − defender IF] to STUN on CRT
If Impact Factors equal, both Gladiators stunned and consult STUN on CRT
Automatic 4 factors of Stun if loser forced into wall (in addition to stun received from CRT)

COLLISION RESULTS

2 dice + [attacker IF − defender IF] to STUN on CRT
If Impact Factors equal, both Gladiators stunned and consult STUN on CRT
Automatic 4 factors of Stun if loser forced into wall (in addition to stun received from CRT)

STUMBLE: COLLISION

die − Stun ≤ 0
Loser Prone if already in S and fails Stumble Roll again.

STUN: MOVEMENT INTO WALL

Each hex F=2
Each hex SF=1
Each hex SB or B=1
(QF)=2
(QB)=1
(RQ) and (LQ)=1 or 2 (depending on Standard Action)

COLLISION: CROSSED PATHS

Each player rolls one die; doubles=collision

STUMBLE: NET

2 dice + [AG − Stun] ≤ 8

NET LAY ATTACK MODIFIERS

DRM	Condition
+?	Positional Advantage
-2	per CF loss to Retarius' arms
+2	per CF loss to target's legs
-6	if target in written (PN) position
+5	per hex target moved B this phase
+4	per hex target sidestepped B this phase
+2	per hex target sidestepped F this phase
+1	per hex target moved F this phase
+1	if target Heavy Gladiator
-1	if target Light Gladiator
+?	Retairius' NF—target's NF

H=Ensnare; P, P*=Check for Stumble

NET TOSS ATTACK MODIFIERS

DRM	Condition
+?	Positional Advantage
-2	per CF loss to Retarius' arms
+1	per CF loss to target's legs
+2	if target adjacent to Retarius
+1	if target two hexes from Retarius
-6	if target is in written (PN) position
+4	if target Kneeling
-4	if Retarius involved in collision this phase
+1	per hex target moved B or SB this phase
+2	if target did not exit hex he started phase in
+1	if target Heavy Gladiator
-1	if target Light Gladiator
+?	Retarius' NF—target's NF

H=Ensnare; P, P*=Check for Stumble

NET SWING ATTACK MODIFIERS

DRM	Condition
+?	Positional Advantage
-2	per CF loss to Retarius' arms
+2	per CF loss to target's legs
-2	if target adjacent to Retarius
-6	if target is in written (PN) position
-4	if Gladiator involved in collision this phase
+3	per hex target moved B this phase
+2	per hex target sidestepped this phase
+2	per hexside target changed in hex of attack
+1	per hex target moved F this phase
+1	if target Heavy Gladiator
-1	if target Light Gladiator
+?	Retairius' NF—target's NF

H=Ensnare; P, P*=Check for Stumble

COMBAT

THROWING WEAPON/SHIELD

To Hit: die+modifiers ≤ 1

Modifiers:

Shield	1 hex=−2; 2 hexes=−1
Damaged Trident or Sword	1 hex=−2; 2 hexes=−1
Undamaged Trident	1 hex=−3; 2 hexes=−2; 3 hexes=−1
Gladiator Training	8 or less=+1; 9-11=0; 12+=−1

Area Hit:

die roll	area
1	H
2	C
3	G
4	A
5	L
6	Miss

Shied=OCRT; SW and DT=3CRT; UT=5CRT

COMBAT RESULTS TABLE

dice roll	net attacker advantage: 0	1	2	3	4	5	6	7	8
3	M	M	M	M	—	S	S	S	S*
4	M	M	M	—	S	S	S	S*	P
5	M	M	—	S	S	S	S*	P	P
6	M	—	S	S	S	S*	P	P	P*
7	—	S	S	S	S*	P	P	P*	H
8	S	S	S	S*	P	P	P*	H	H
9	S	S	S*	P	P	P*	H	H	H+1
10	S	S*	P	P	P*	H	H	H+1	H+2
11	S*	P	P	P*	H	H	H+1	H+2	H+3
12	P	P	P*	H	H	H+1	H+2	H+3	H+4
13	P	P*	H	H	H+1	H+2	H+3	H+4	H+5
14	P*	H	H	H+1	H+2	H+3	H+4	H+5	H+6
15	H	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7
16	H	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8
17	H+1	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9
18	H+2	H+3	H+4	H+5	H+6	H+7	H+8	H+9	H+10

Limit: 8 factors maximum in one attack

WEAPON DROP (P or P*)

3 dice−AS−NAA−Arm CF Loss+DS ≤ 0

SHIELD DROP (S*)

3 dice−AS−NAA+DS ≤ 0

WOUND & STUN SEVERITY TABLE

dice roll	wounds	stun factors
8 or less	0	1
9-10	1	2
11-12	2	3
13-14	3	4
15	4	5
16	5	6
17	6	7 & weapon drop
18	7	8 & shield drop
19 or more	Kill	9 & prone

Armor DRMs: A= −8
B= −6
C= −3

CRITICAL HITS

2 dice + (each wound > 1) = see CHT

CRITICAL HIT TABLE

Area Hit	Dice Roll 2-6	7	8	9	10	11	12	13	14+
1. Head	—	1	V	S	H	2x	2xM	3xM	K
2. Chest	—	—	1	1	ST	2x	2xM	3xM	K
3. Groin	—	—	1	1	AG	2x	2xM	3xM	K
4. Arms	—	—	—	1	ST	WD	SD	SAM	2xM
5. Legs	—	—	—	1	AG	LMP	STU	SAM	2xM

MISSUS CHART

die roll	Attack CFs—Defense CFs Total: 1-15	16-30	31-45	46-60	61 or more
1	Down	Down	Down	Down	Down
2	Down	Down	Down	Down	Up
3	Down	Down	Down	Up	Up
4	Down	Down	Up	Up	Up
5	Down	Up	Up	Up	Up
6	Up	Up	Up	Up	Up

Modifiers:

Advance roll one column for every two previous matches won by either Kill or Missus until Gladiator rolling on 61+ column.

Roll on next lower column for each time Gladiator granted Missus in previous matches until rolling on 1-15 column.

ATTACK SEQUENCE CHART

	Number of Attacks Planned				
Attacks Occur In:	1	2	3	4	5
sub-phase 1	—	—	X	X	X
sub-phase 2	—	X	—	X	X
sub-phase 3	X	—	X	—	X
sub-phase 4	—	X	—	X	X
sub-phase 5	—	—	X	X	X

DEFENSIVE CARDS

One per Combat Phase:

A DUCK: −/+1
The Duck defense can be used only if the defender is not currently under the effects of Stun. The Duck defense yields an automatic "No Effect" result to any attack against the defender's head. In addition, the attacker is assumed to be off-balance and will be the victim of a +1 DRM to the next attack made against him in that phase, *unless* he makes a subsequent attack first.

B BLOCK: S
The Block defense can be used only if the defender has a shield. The Block defense yields an automatic "S" result to any attack against the defender's chest. Checks for Shield damage are made normally.

C BACK STEP: −/−1
The Back Step defense can be used only if the defender is on his feet and not currently in a Stumble mode. The Back Step defense yields an automatic "No Effect" result to any attack against the defender's groin. However, the defender is assumed to be off-balance and must add a −1 DRM to his next attack unless a subsequent attack against him is made first.

D PARRY: P
The Parry defense can be used only if the defender has a weapon and has not lost more than 2 CFs from his arms. The Parry defense yields an automatic "P" result to any attacks against the defender's arms. Checks for Weapon Drops are made normally.

E LEAP
The Leap defense can be used only if the defender is on his feet and has not lost more than 2 CFs from his legs and/or endurance. The Leap defense yields an automatic "No Effect" result to any attack against the defender's legs.

All other charts in the game remain unaltered.
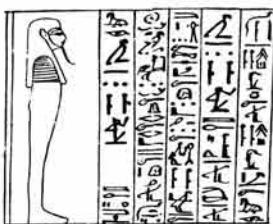
A CIVILIZED RACE
Getting Ahead on the AST
By Phillip Hanson

CIVILIZATION is a fun game. It may not offer the in-depth strategic challenges of, say, *EMPIRES IN ARMS*; but it is easy to learn while still requiring some intelligent play for a victory. Among other things, this makes *CIV* a very good way to introduce new gamers to our hobby.

The key to understanding and winning *CIVILIZATION* is to realize that it is not a *wargame*, despite the wargame-like cardboard counters and rules for conflict. It is a "race" game. *CIVILIZATION* is won on the "Archaelogical Succession Table" (the AST), not on the mapboard. [*For a differing view, see Mr. Hail's article elsewhere in this issue.*] The player who keeps a weather eye on the AST will be "money ahead" in this game. The player who seeks a military victory will find himself laughably barbarized. This feature makes it attractive to folks who might not be attracted to traditional wargames. (Your girlfriend or wife, perhaps?)

Furthermore, the absence of randomness and the difficulty of prosecuting a successful military campaign, even with allies, all combine to make *CIVILIZATION* a game won consistently by the most skillful player—not the most daring. If that has not described you in the past, it will if you take my advice to heart.

CHOOSING CIVILIZATIONS

This is the most critical phase of the game in many ways. A foolish choice here will doom your chances. There are two cardinal principles to keep in mind:

1) Choose an "easy" civilization, or
2) Choose an "isolated" civilization.

Which of these rules is paramount depends on your place in the order of selection. If you are first, you will have no idea where your neighbors will be. If you are last in the order, all the easy-to-play civilizations may already be taken.

For example, look at Italy, Illyria and Thrace. If you've been paying attention, you have just picked up the AST to study rather than the map. (If you are looking at the map, go back to the beginning of this article and start over.) These three civilizations have forever before they need to get their first two cities on the map. Thrace and Crete have extra time allotted to get to three colors of Civilization Cards. And Africa has quite a spell before it needs seven cards. The "easy" civilizations are those which are treated generously on the AST. In a nutshell, choose a civilization from the top five on the AST if you have an early choice.

Once the others have made choices, the pattern of settlement on the map becomes clearer. At this point you should look for gaps so as to secure *lebensraum* for your civilization. Therefore, you may want to pass up choosing an easy civilization if it is hemmed in by neighbors. That is, if Africa Italy, Thrace and Crete are already taken, choosing Illyria will handicap you considerably.

When playing with experienced *CIV* players, never choose Egypt or Babylon. But do remember that their neighbors can move into those fertile flood plains given the chance. So if it comes down to selecting Babylon or Assyria, choose Assyria and move into the Babylon region later.

For a middling choice, the characteristics of each individual civilization becomes paramount. See my later notes on each before deciding.

CITIES

The game really revolves around the cities. Proper handling of urbanization will not win you the game perhaps, but poor handling will surely lose it for you. Below are my pointers on dealing with cities:

Don't build them all. The player with nine cities draws Trade Cards last. This means that the midrange cards are often all distributed when his turn comes. To add insult to injury, the *Gold* cards will frequently be all bought up, too. This leaves you with no "6s" or "7s", and no "9s" to boot. All you have to show for that ninth city is national pride. Try to buy Civilization cards with that! Nine cities also means lots of taxes, which means a huge treasury, which means city revolts unless you can find a way to spend the loot. Release your foolish pride. Six or seven cities are all you need for a thriving economy.

Build them on bad farmland. If you build cities on your best farmland, where will the rural folk live? Build your cities on barren areas whenever possible.

Consider fertile areas as sites. I realize that this seems to contradict the previous suggestion. (Who says being a "God-King" is easy?) Try to keep one or two cities on sites that can support three or more tokens. When the inevitable calamity reduces your proud cities, these will become five or more after growth, rather than just two. A city on good land can be rebuilt quickly and with minimum disruption.

Build wilderness cities. A "wilderness" city can turn a barren area into a productive center for your civilization. Barren areas are good for little else anyway. This can also return a large number of tokens to stock if necessary to avoid a revolt—and do so without angering neighbors or over-urbanizing.

Use inland sites. Remember the pirates around you. Jealous barbarians will surely try to sack your cities in the late game. If your cities are inland, you can sneer at their feeble thrusts.

Don't get your feet wet. Building on a flood plain is just asking for trouble. You can demostrate that you are smarter than the average player (and than our own government) by building elsewhere.

Ignore this advice when necessary. The perfect city lies on a dry, non-coastal site in a barren area. There is exactly one such site on the mapboard. There is an ancient conflict between efficiency and security. The city sites in *CIVILIZATION* tend to be on the coast and in high-population areas due to the economic activity generated there. If you want to be secure, you will have to pay the price to locate your cities in the wilderness.

CARDS

After cities, the next most important aspect of this game is the trading. It is through trade that you acquire Civilization Cards and, so, become civilized. Here is where you can exhibit the diplomatic strategy you have chosen. You may be parsimonious, and try to strangle others' advancement until they bounce. Or you may be friendly and generous, helping those less fortunate to advance themselves while still, of course, remaining less fortunate than you. Here are my guiding lights for trading and acquiring Civilization cards:

Turn in complete sets. I cannot count the times I have seen short-sighted players turn in, say, three *Bronze* cards (worth 54) for some trivially

unimportant card (such as Music) when they could have saved them and had 216 points in value after the succeeding turn to buy two worthwhile cards.

Save Trade Cards. Good players have at least ten cards in their possession during trading each round. Poor players have fewer, and can therefore make fewer deals. Save pairs and triples of cards with an eye toward accumulating full sets. The only excuse for having an empty hand is that, through the miracle of capitalism, you turned every card in your hand into a full set. It does happen sometimes.

Don't buy a Civilization Card each round. A baseless urge to buy Civilization Cards each round is, I believe, the root of· the error of turning in incomplete sets. There is no reason, other than an imminent AST transition, why you should buy a "cheap" Civilization Card. Most readers should realize that two cards next turn is the same as one this turn and one next turn. Yet many players' palms sweat, they fidget in their seats, they eye the dwindling stacks of Civilization Cards nervously, and they generally lose their minds if they don't buy something each and every round. Furthermore, even in the new math, three Civilization Cards every other round is an improvement over one each round. Those who do not grasp this learning are not destined for the purple.

Buy scarce Civilization Cards early. There are many cards in the Literacy, Architecture, Law, Democracy and Philosophy stacks; you don't need to be in a terrible hurry to acquire these. Watch the brown and green colored cards carefully, and hit them quick, before they're all gone. Example: ruthlessly buy the last Agriculture card if you believe the African will snap it up if given the chance. Do this even if you are blessed with vast tracts of land. If you need it to boost your point total, jump on it. This instance can even be cause to violate the above suggestions on complete sets and buying only when ready.

Buy only the valuable Civilization Cards. Would you buy your girlfriend a plastic ring? Neither your girlfriend nor the ring is likely to be with you for the next 1500 years. Your Civilization Cards will be. Bear this in mind, and fix your priorities accordingly. No player should buy cards worth less than 80 points unless forced to do so by a shortage of more valuable cards. (See especially the notes on Egypt and Babylon in this regard.) If you buy cheapies, then at the end of the game you will certainly not be able to mount a higher total than any of your co-finishers.

Ignore the benefits of Civilization Cards. Buy for the point value and to avoid scarcity, not to obtain temporary benefits. Mysticism is worthless; never buy it under any circumstances. Pottery and Clothmaking are not worth polluting your hand with to achieve their silly advantages. The discounts that Music and Drama & Poetry bring you are trivial, and can easily be overcome by trading to full potential. It is only permissible to consider benefits when weighing the value of two cards of approximate equal discounted value and similar scarcity. Any benefits the card brings are strictly and always a secondary consideration.

Watch for tricks. The rules require your trading partners to be honest about three things only—the number of cards involved, the total value of the cards, and the identity of one card. By thinking it through, you can usually avoid receiving calamities.

A very helpful technique for this is to trade in pairs. When someone says, "I have three cards worth 25 points and one of them is a cloth," be very suspicious. Two *Cloth* cards make the 25, and the remaining card must have a zero value. It is a very good idea to check the point totals you are receiving against the totals of what you are getting. Frequently, perfidity will reveal itself to such a check.

Aid cripples. Be generous to those behind you on the AST. Do not lay calamities on them. Do try to help them build their own sets. This will buy goodwill, and may even promote them to pass you over when distributing "spillover" calamities. Certainly you can afford to be generous, as they are going to lose anyway.

Hurt the competition. Be stingy to those ahead of you on the AST. Your best shot to bring them down is to hurt their trade. This is much, much more effective than direct military action. Laying a judicious calamity on someone ahead of you can be helpful. "Piracy" and "Civil Disorder" can drag some foe down. "Epidemic" is less effective, since the victim has so much choice over lost units. "Iconoclasm & Heresy" is less effective because the cities don't take that much effort to rebuild. The best time to play one of these is when the opponent is already facing another serious calamity, such as "Famine". A double whammy can really hurt him.

In order to dump a calamity on an experienced player, caution is needed. The best way is to hold onto the valuable card he wants and then with it trade a *Salt* along with the calamity card. Say you offer, "three cards worth ten points including a Spice". If he has been wanting that last *Spice* card for his set, he will think in terms of a *Spice* plus two "junk" cards (worth "1" and "2") equalling ten points. Trading a *Salt* card in place of the two junk cards he expects brings you the room for that calamity. Of course, such trades inevitably give him an advantage of some sort by helping him build up sets needed to gain high-value Civilization Cards—which is after all how you win. There's a reason he wanted that *Spice* card. And trading calamities builds ill will. Usually a "trade embargo" is more effective. "Sorry, I don't have a Spice to trade."

A technique similar to the trade embargo is to reserve a card of the type your opponent is collecting. Keeping back just one will force him into the difficult decision to either hold a virtually complete set, or to turn it in for less than its full potential. The last *Spice* card, for example, is worth 63 points—approximately the discounted value of one Civilization Card. This alone can be worth the space it takes in your hand. Another neat trick is to buy out the *Gold* stack to hurt the leading player. This is useful when he has nine cities or a bulging treasury. Often he will realize, however, that this too is an aggressive act.

Conserve points. It is a terrible thing to sweat through the trading round and accumulate 175 points in *Spice* but then have to trade it for 130 points on a Civilization Card, due to the limited choices of remaining worthwhile cards. Plan your trades with an eye to the Civilization Cards you want. When it gets near the end of the game, keep a shopping list of current discounted prices for the cards you want and aim for exactly those totals. Use your treasury, not trade cards, to make up the small gaps. A good start is to aim for all three 80-point cards with your very first buy. You can do this by cornering *Salt*, *Grain* or *Cloth*. Each of them yields just over 240 points. If you get them as your first purchase, you'll be well on your way to winning. Remember not to trade in any partial sets.

CALAMITIES

Calamities are going to happen. Accept this. With a certain amount of prior planning, many can be ameliorated. With careful execution of the calamity its effect on your progress on the AST can be lessened. Each calamity is considered below, along with my notes on dealing with it.

Volcanic Eruption/Earthquake. For the western powers, it is often a good idea to leave a token on a volcanic area. Then, when it blows, it takes only one token—rather than a city—with it. Earthquakes represent a good opportunity to rid yourself of an unwanted city. If you have too many (due to being nominee in a Civil War, for instance), you can let the gods demolish them for you. It is seldom worth the trouble to reduce a neighboring city. Usually it will be replaced with two or more tokens (which will double to four or more) and your opponent will simply rebuild the city next turn. Never do your enemies *small* harm. On the other hand, if it is a wilderness city on a barren area, it might just be a good idea to level it. Certainly you should always examine the mapboard and point out each rival city you could zap. Make a big show of your forebearance. It might be worth a good trade or other favor later, and it doesn't cost you anything.

Famine. When you get hit with it, just smile and take your lumps. Only distribute loss to players ahead of you on the AST; leave those behind you alone. They are already out of the running, and should be made allies—not enemies. Do not under any circumstances buy Pottery just because you drew a Famine. Pottery is a cheap Civilization Card and will hurt you much more than this temporary setback.

Civil War. Ouch. The worst calamity in my opinion. If you play without my house rule (outlined below), choose your nominee carefully. Factors I consider are:

1) Can you get the forces back? If you have many tokens in stock, choosing someone who can't take all the tokens or cities could lead to them reverting to you.

2) Is the other player your neighbor? Crete is more likely to try to hold on to Byzantium than is Egypt. Choose players far away.

Can you deplete a leading player's stock? If so, the player will suffer revolt of cities, possibly returning some to you.

Once you have these things figured out, you must split your forces. In making this decision, consider carefully what to select. If you are trying to force depletion of nominee stock, choose cities. Greedy nominees will almost certainly try to grab your cities, to avoid bankruptcy; so your chance is at the start. Someone trying to hurt you seriously will try to leave you with all the tokens or all the cities. Consider: 35 tokens alone means backsliding on the AST, which is death; seven cities alone means reducing at least three. If you choose all cities, choose those with high population values. If you have seven or more cities and 35 or more tokens on the map, your best bet is two cities and five tokens. To choose otherwise is to leave yourself open to severe harm from the nominee.

In all cases, give full consideration to assuming the other force. If the nominee has tried to screw you, it usually means that the other faction is more balanced. Take it.

Flood. This is not a problem for most civilizations. If you build on a flood plain, you deserve what you get. Use the fertile land there as a people farm until you have five cities. Past that point, make sure you're not dependent on that land.

Epidemic. Medicine is a card you'll ultimately want, and it's a scarce one. Buying it is a good way to get out of this. Otherwise take your lumps. Consider eliminating cities, since it is a wash in this case. You'll still have a token, which will become two. It'll cost four tokens to rebuild, which is the credit you get for destroying the city.

Civil Disorder. Reduce the high population value cities, for easier rebuilding.

Iconoclasm & Heresy. Reduce your high population value cities, and spread the heresy to those ahead of you on the AST. If you are leading at the time, generously decline to affect anyone except the villain who infected you.

Piracy. Watch for inexplicable ship building on the mapboard. Frequently this tips the hand of someone holding the Piracy card.

One thing to be always aware of is how to use calamities to offset each other. They are enacted from lowest value to highest, and this allows you to mitigate some effects, at times, of the higher ones. For example, suppose you are hit with a "Civil War". At the same time, someone else is hit by "Famine". If you can, by some means, persuade the Famine-struck player to distribute some of the hardship to you, you may be able to reduce your civilization to 35 unit-points and so avoid giving your stuff to someone else. Again, suppose you draw both "Famine" and "Flood"; take all your famine casualties from your flood plain holdings, so as to reduce total loss. Or, strand the other faction in a "Civil War" in the path of an oncoming flood. Next time perhaps he will believe your threats of divine retribution.

Also bear in mind that you can only get two calamity cards in a round. Thus, if you have two red-backed ones already, you need not be concerned about receiving others through trade—except that receiving one reduces your trade hand.

It is usually not a good idea to buy Law early. Some are tempted to do so in order to be able to buy Democracy or Philosophy in case of "Civil War", "Iconoclasm & Heresy", or "Civil Disorder". Buying Law early, though, will lead to missing out on smaller cards as they become scarce. This is much worse than a mere calamity. Take your lumps from the calamity, but snatch up those 80 and 110 pointers.

CIVILIZATIONS

Africa. You have four start areas to choose from. Always take the one closest to Egypt. If there is no Egyptian player, then race for the Nile. If there is, as usual, an Egyptian, then you want to avoid being squeezed into a tiny corner of the mapboard. You need not worry about the Carthage area. No one else is in a position to beat you to it.

Try for a border with Egypt that gives you the *Egyptian* start area closest yours, and the "2" space directly above it. This is usually acceptable to the Egyptian player. A border any closer to the Egyptians is indefensible for you, considering the great population values in the Nile valley. A border closer to you is not acceptable, and you can make your objections stick militarily. On your first move, split one unit toward Egypt, and the other toward Carthage. Then backfill the remaining North African spaces, always respecting that border with Egypt.

You have two basic strategic options as you build your empire. You may elect to follow the "wilderness-city" strategy, or the "early-boats" strategy.

Under the wilderness-city strategy, your objective is to build wilderness cities on the pair of "1" spaces in the lower left corner of the board. Your first cities will be on the very corner, and the lower of the "3" spaces around Carthage. This is just the time to avoid bouncing. Your next city will be in the adjacent "1" space. It is crucial that these be built in this order since building the second first will block off farmland necessary for construction in other spaces.

Under the early-boats strategy, your objective is to grab space on Sicily and, hopefully, the Italian peninsula proper before anyone else gets there. This requires building a ship on the first turn you need your two cities. Your cities will then be on the "1" site on the coast and the "3" site specified earlier. The ship must be built on the "2" space on the west map edge. Building it elsewhere will either pull

population from the city site or reduce the tokens you can take with you. By all means take the full five allowed.

I favor the early-boats strategy personally because it lets you grab land earlier and raises your total tokens on the map. Twelve tokens is a lot to commit so early in the game, however. Build your wilderness cities later. Irrespective of which strategy you choose, keep your population as westward as possible. The "2" and "3" spaces on the coast near Egypt can easily become a trap that your people cannot escape. Until you can afford boats, try to keep a minimal (i.e., one) token garrison on the Egyptian border.

Italy, Illyria, Thrace. Generally, there will only be two of these in any given game, and you should make it a priority to fix an amicable border with your neighbor. This shouldn't be too difficult, as there is sufficient farmland in the region for two players to share. If there are three of these in play, then all will stagnate.

These civilizations have two strategic options. They can race for the Balkan city sites, or they can move into the boot of Italy. If they race for the Balkans, this will bring conflict with Crete. That people will almost certainly gain Greece and the four excellent city sites there, but you should be able to grab those north of that, along with all the good farmland. Moving into the boot means conflict with Africa, which will be desperately seeking suitable farmlands. If that player refuses to be reasonable by limiting his demands to Sicily, kick the Africans out. If Italy, Illyria and Thrace are all three in the game, kick them out whether they are reasonable or not.

Italy should start in the "4" if it wants to race to the Balkans, the "2" to gobble up the boot, and the "1" if unsure. Illyria has one, and only one, advantage—their big start area can put them one turn ahead in the race to Greece. Thrace has the option of expanding over the water into Asia Minor, and should consider doing so if both Italy and Illyria are in the game. Or if the Assyrian and Cretan are inexplicably ignoring the region.

Crete. The Cretan situation is a delicate one. The first time one tries it, usually things will not work out well. But with careful planning, Crete is one of the stronger civilizations to play in *CIVILIZA-TION.* To see why, examine the AST. Crete has an advantage at all transition points after the first. Also, their final point total is very low—a mere 1200. Even at the first hurdle on the track, they enter with the pack. Care and prior planning must be your watchwords when playing Crete. There are many ways to play Crete's early game, but all others are inferior to the following one.

On the turn the home island is "overfull", create a ship by levy in the "3" space. Pick up a token from there and all four from the other space and sail up the west side of the Greek peninsula. Drop one counter off on the "1" and two on each of the "2" spaces. Not even the Illyrian can get there before you. Be assertive. Kerkira (the island between Greece and Italy) is negotiable. The mainland Greek areas adjoining it are not. Neither are the Aegean island sites. These are your natural turf. Fight for them if necessary. Should fighting be unavoidable, your low population will give you the edge; exploit it.

Like the African, you are short of arable land. Therefore, conserving farmland is very important for you. Try to build Cretan cities on the low-value sites in Greece. Your first two should be on the "1" sites there. If you keep the areas in the south of Greece stuffed, you can manage this easily and without boats. This last is important since you really can't afford to burn population to make boats. Follow this timetable and Crete will not be overloaded until you can buy a ship with revenues from your new cities.

Your thrust at that point should be eastward, unless your full attention is consumed by a war in your current territories. Usually Cyprus will be open for you, and you should be able to gain some farmland on the coast of Asia Minor. It is not profitable for you to try to limit your exposure to "Piracy" by building inland cities. There will always be at least four on the coast no matter what you do. Keep an eye on trading partners with large fleets. Especially if they seem to serve no purpose. Beware of claims that they exist to bleed off treasury; it could be a trap.

Resist the temptation to excessive growth. Stake a limited territory and settle down to defend it. Seven cities is more than enough.

Asia. Avoid playing this civilization if possible. Assyria is superior. Choose it instead. Assyria has another turn to escape the Iron Age. Assyria has no 1200-box as you do. If Assyria is already taken when you choose, then you should be looking elsewhere (according to my guidlines for choosing civilizations; refer back to them). But, okay, it's a four-player game and you have no choice. Fine. Grin and bear it. Just remember that what looks like your best moves will leave you vulnerable to the "Asian decapitation".

This happens on Turn 1. You elect to begin as far eastward as possible to minimize your journey around the Black Sea. The Assyrian elects to begin adjacent to you. You move along the Black Sea coast into the "1" area. Assyria then moves his tokens into the space you just left. He has two tokens and you have one, so he slaughters half your fledgling civilization at no cost to himself. You're now stuck in the same boat with Egypt and Babylon, without their advantages. You've effectively just lost a turn. Very bad news. If the other players can't beat you now, they're not very sharp.

Should this situation develop, retreat the left-behind token west. This will keep it out of the Assyrian's reach, and safeguard your shot at victory. You will usually wind up occupying Asia Minor, though if you like you could try to switch with Assyria and go for Palestine. That would confuse matters a lot.

Assyria. Your position is quite good for someone on this half of the board. You have plentiful farmland, adequate city sites, and many strategic options. Watch for the opportunity to decapitate Asia, if it's in play. Even if you decide not to take advantage of the chance, at least explain to him how it works and what a swell guy you are for allowing him to live. Possibly he will return the favor some other time.

You can move from where you start to several areas: Asia Minor, Palestine, or Babylon. Move in the direction of any vacancy. There is enough farmland in each region, and good city sites as well.

Pop two cities on inland sites on the turn you reach the first AST barrier. Do not build any earlier than that. If you have avoided wasteful conflict, maximized your population growth, and avoided inept placement of surplus population, you will have 40 tokens on your following turn. You can then build three or four new cities all at once and be a "mature" civilization.

You should be able to protect yourself from "Piracy" by simply not having any coastal cities. Sneer at anyone who plays it on you.

Egypt and Babylon. The designers penalized you for being so successful in that version of *CIVILI-ZATION* we are pleased to refer to as "history". Avoid getting stuck with these powers. They start the first turn behind the others, and will never catch up on the AST unless you are blessed with incompetent co-players.

The requirement that you build two cities with your measly sixteen tokens will kill your momentum. You can either comply with that to progress along the AST, or ignore the requirement. If you comply, you will be perpetually im-

poverished; you will take what seems like forever to recover sufficient population to allow more urbanization. But you don't have forever. You will be forced to build sooner in order to have sufficient cards to trade to afford even the cheap Civilization Cards. These you will be forced to buy just to meet transition requirements. Ultimately, this burden will prove too much and you will bounce later. Not only this but you will do so as a has-been empire. far better to take your lumps early on.

If you ignore the requirement, delay your urbanization, and bounce for a turn early in the game, you can gain some advantages. Those who watch the AST (i.e., the good players) will not regard you as a threat, and will spread famines and plagues to others, not you. Should they be unaware of the situation, don't hesitate to point it out. Cry over being behind. Sometimes they will be generous and change their minds.

Now, just because you want them to be generous to you is no reason for you to be generous to them. Egyptians and Babylonians who win *CIVILIZATION* are vile and mean-spirited. Look for every chance to drag another civilization back to your level. Trade sharply with them. Holding on to the last card in the set they are collecting is a very effective tactic. Play dirty. Pretend innocence. After each one falls back on the AST, concentrate your full efforts on the next. Show mercy only when all have bounced at least once. Then your handicap is removed and you can be a nice guy once more. Go back and review the notes on what to do when you are behind. Then live by them.

Other than this, Egyptian or Babylonian play is fairly obvious. Try to keep minimal forces on the flood plains. Each of you would rather be in Palestine than where you are. Move in that direction, and establish a mutually acceptable border between yourselves. The handicapped should stick together.

CHANGES

In order to correct perceived problems with the rules, I have developed the following "house rules" to cover the more egrerious difficulties:

Civil War Nominees. The nominee must always be the player with the most tokens in stock. This prevents prople from using their own "Civil War" as a tool to drain another's stock in order to cause revolts next turn.

Trade Card Shuffling. Sharp players have been known to count the *Grain* cards as they are cashed in or discarded. By careful counting, they are able to determine that, say, the third player to draw cards will be cursed with the "Civil War". This inspires a mad rush to avoid being the third player to draw cards by manipulating one's city count in otherwise foolish ways. To counter this, I recommend shuffling the Trade Card stacks just before dealing them out. It is best, as a sop to the Egyptian player, to begin shuffling each pile only after it has been drawn from once. This allows him to be sure he will not be hit with an "Earthquake" as he builds its two cities with a piteous 16 tokens. However, it is also possible to begin with that first draw, or only after the first cards have been returned to a particular stack.

Enforced Scarcity. For games with fewer players, the rules say to remove the Mysticism cards. This is silly, since no one in his right mind wants Mysticism in the first place. A much more effective method is to remove one of each card in games with four or five players. For a really tight four-player game, remove two of each Civilization Card.

☆

WARRING AND WINNING
Conflict in CIVILIZATION
By Guy R. Hail

In *CIVILIZATION* some nations have a better chance of winning than others do. Egypt, Babylon, Thrace and Italy are the most frequently picked among the gamers I play with because the players of these nations have won more often than those playing some other nation. In our games, these four nations do seem to have a better winning chance because of our "peaceful" style of play. In most of our games, a few nations never engage in conflict until the last or near last turn. We attempt to harm opponents' progress on the "Archeological Succession Table" (AST) only through the trading of disaster cards or the spread of the consequences of disaster. In his introductory article on *CIVILIZATION* (*GENERAL* Vol. 19, No. 4) author Stephen Hall readily admits that the nations of Egypt and Babylon have abundant city sites and arable land, and so can move comfortably and steadily along the AST unless their development is interfered with. But the setbacks inflicted by disasters are seldom powerful enough to slow a nation's progress on the AST.

Quarrelsome neighbors can do more harm than disasters by attacking the cities left untouched by Civil Disorder, Iconoclasm, Heresy and Civil War and by invading agricultural land depopulated by Famine, Flood or Plague. The Babylonian nation can hog the high-value agricultural areas and adequate city sites of the Persian Gulf and Tigris-Euphrates confluence areas and so progress very quickly towards victory. Only the combined play of Egypt, Asia and Assyria can force Babylon to try to build a civilization in a constricted area and can retard its progress on the AST. As another example, the Italian nation too has room to build a civilization which can move comfortably along on the AST unless Africa and Illyria both aggressively narrow the amount of land available. When Italy competes against only one neighbor for land, there is room enough for both. Conflict only occurs when either is weakened by disaster. Similarly Thrace can monopolize the Danube River basin with its excellent agricultural areas whenever its neighbors (Illyria, Crete and Asia) are not played. But Thrace, unlike Babylon and Egypt, must engage in some conflict in Greece or Asia Minor to find adequate city sites. Flooding in the Danube basin

can inflict more havoc than in other areas because Thrace's neighbors have easier access to the basin than do Babylon's or Egypt's neighbors to the Tigris-Euphrates or to the Nile, respectively.

Because disaster cards do not surface as frequently when playing with the Expanded Trade Deck (again, see Vol. 19, No. 4), the ability of a player to trade a disaster or to affect a player by sharing his own disaster is certainly reduced. However, the larger trade deck allows a player to build enough cities to maintain the cost of a war in taxes. With the expanded deck, a player may still draw enough cards to trade and to buy Civilization cards even when conducting a war. At the Origins 1984 *CIVILIZATION* tournament in which I played Egypt and lost, I learned the value of the new trade deck. At this tournament the original trade deck—not the expanded one—was used and frequently I did not get to draw a Grain, Cloth or Bronze card. Worse, I drew most of the disasters from the trade card stacks because the other players hoarded the commodities. With the expanded trade deck, war will not be interrupted by disaster as often. When not playing with the expanded trade deck, Mr. Hall hinted in his article that a nation should not build nine cities because the lower value card stacks will be exhausted and the player with the most cities less able to trade. I believe this situation was designed as a play-balance device to convince Babylon and Egypt (who draw last from the trade card decks by AST order) to build and maintain fewer cities, and thus artificially retards their progress. The expanded deck removes this balancing artifice from the play.

Nations need to go to war to offset the advantages of Babylon and Egypt. These two nations themselves must make war to protect themselves. But war in *CIVILIZATION* is, at first glance, a losing proposition. Your victim will certainly distrust you for the remainder of the game, and your neighbors will (if you win) fear you. The most fearful can, if persuasive and if you have done great damage, use that most powerful of weapons in *CIVILIZATION*—the "Trade Boycott". See how fast a nation collects Civilization cards when all the other players arrange a trade boycott. So, if you are going to make war, pick your enemies carefully. War costs a player the friendship and trust of his neighbors. But these costs

are similar to the price of conflict in any multi-player game. In *CIVILIZATION* however, vengeful players may attempt to stick you on the short end of a trade. Also to be considered, in *CIVILIZATION* war costs population tokens to wage. Many tokens will be lost each turn the nation engages in warfare. Any nation, aggressor or defender, which is too close to the population/city-support balance can be devastated by the effects of any disaster. So, war in this game looks like a chancey proposition at best.

War in *CIVILIZATION* can have three goals: to remove supporting population from a nation forcing it to reduce its cities (and pick fewer trade cards); to gain valuable agricultural land or city sites for one's own nation or to deny those same areas to a propering opponent; or to capture the opponent's cities for your own use.

Cities are the obvious key to success in warfare. The city surrender rule (11.8.1-.2) can force an opponent to lose key cities he would prefer to reduce in a disaster. If an opponent has fewer than six tokens in stock at the beginning of the conflict phase, his cities may be attacked and captured under the city surrender rule. But do not attack any of his tokens because a defender may request that conflicts between tokens be settled first (before any conflict between cities and tokens) to provide sufficient tokens to convert the city under attack into counters. And if you are not moving last, an ally of your victim might join in the attack on him to provide him with the tokens necessary to avoid the consequences of the city surrender rule.

The ramifications of taking a city can be awesome. If a disaster card is on the top of a commodity stack, a judicious attack on another nation's cities might force that player to draw the disaster instead. Capture of another player's cities allows you to draw more trade cards in the same turn the conflict takes place. A city cannot be captured, however, if you have built all your allotted nine cities; the city under attack is removed from play instead.

When trying to add another city to your nation, look for mistakes the opponent has made that will make the blow easier to carry out. If your opponent has locked up most of his nation's tokens as taxes in his treasury, he will not be able to build up population for a counter-attack. Once when playing

Africa, I had an Italian opponent who was saving his taxes to offset the difference between his grain hoard and the cost of the Civilization card he desired; soon he had twenty tokens in his treasury. I captured all of the city sites on the Italian peninsula for my own use before he could respond.

Attack cities which are difficult to rebuild. Cities which are not built on city sites require twelve tokens to build. These twelve-token cities are excellent targets for attack. In many games, one will see Africa laboriously build cities in the interior; they are excellent targets, but relatively safe because they cannot be reached by sea. Consider the sites of target cities carefully. There are four cities in Greece (Athens, Corinth, Argos and Sparta) in areas with agricultural limits of one or two which are difficult to rebuild when all four are in use. If Sparta is reduced, then the owning nation has a poor piece of agricultural land left. Any of the four are difficult to rebuild after an attack because the adjacent areas are occupied by cities and the six required tokens for reconstruction must be brought in by ship.

The population base of a nation is not as vulnerable a target as a nation's cities. Unless a player relies on agriculture to meet the city support requirements, an invasion simply to reduce his token count is usually futile. In the phase where unsupported cities are reduced, the first one reduced often supplies enough tokens to restore the city/token balance. But if a nation will be drawing a calamity card, or if you can arrange to pass one to the target nation, an attack on the population base coming immediately after the effects of a disaster can cripple the enemy nation for some time—perhaps permanently.

For example, if a nation has recently suffered an epidemic, then it is likely that a few cities were reduced to compensate for the depopulation of agricultural areas. Many of the areas will now hold only one or two tokens. A concerted attack on these can so reduce a nation's territory that the agricultural areas remaining to him will not support enough cities to draw the higher value trade cards and so purchase Civilization cards.

The instruments of war in *CIVILIZATION* are population tokens and a large base of arable land capable of regenerating lost tokens, the Civilization cards directly benefitting you in conflict . . . and ships. Ships are the often overlooked tool of the warrior. They allow a nation to project its power away from its home territory. A seaborne invasion allows a nation to make war on an opponent who has not purchased ships and is incapable of striking back in the same turn. War across the water can be made on unsuspecting and ill-prepared opponents. Almost all of the cultures of *CIVILIZATION* are located on the seas; Crete, Egypt, Africa, Italy and Thrace (or whoever controls Asia Minor and Greece) frequently have 50% or more of their cities and agricultural land on coastal areas. This makes them a tempting target for the aggressive and smart player.

When a war is launched over land, the warring nations share a common border which, if either has based its diplomacy on good relations with its neighbors, has been partially blocked by fortresses (otherwise known as cities). Tokens cannot move into a area occupied by the nation's own cities, and a mutual border of cities can be impassable. A good example of this is the Babylon-Egyptian border in Palestine. Abundant city sites in this region of low agricultural values almost guarantee a double line of cities that either nation has to cut through to get at his new enemy. A nation's own cities are more of a barrier than an opponent's because its own cities can be reduced only with the aid of a disaster! Compared to the speed of a seaborne invasion which can deposit attackers in several important areas at once, a war over such land must fight through defenders to reach vulnerable areas. When warring over land, if the defender moves after the invader he may even
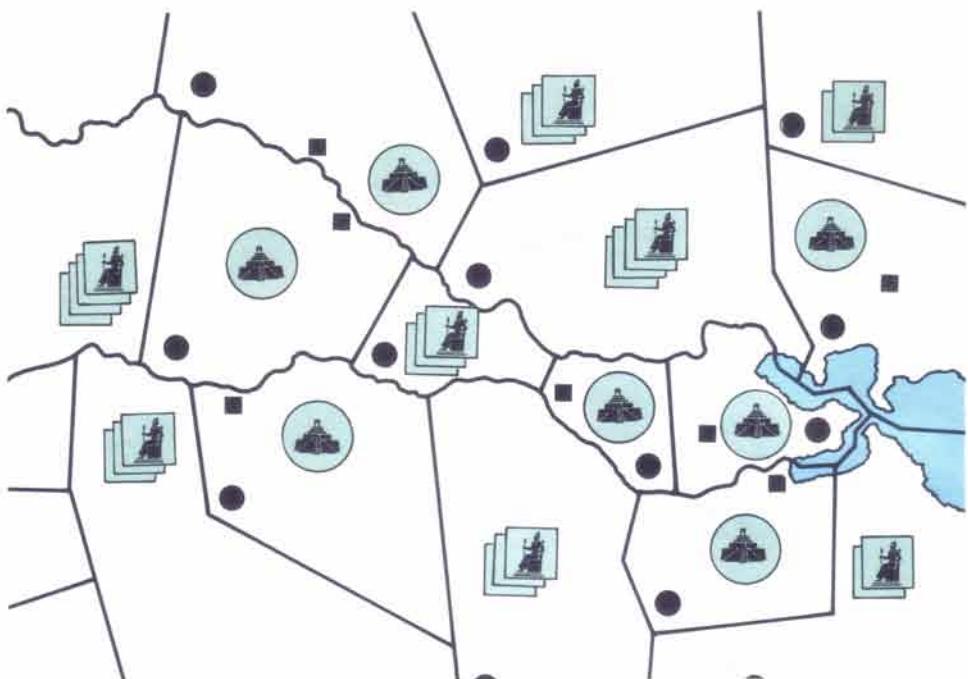
Figure 1: The Babylonian Area—seven city sites and 24 agricultural points.

counter-attack by moving his forces into the areas the invasion came from.

Several of the Civilization cards have a strong influence on the way a war can be conducted, both by an aggressor and by a defender. These may not always be obvious. "Cloth Making" can allow one's ships an extra move, important in bringing even more areas under threat (for example, the Cretan navy has difficulty sailing along the coast of Greece without this skill). "Astronomy" lends an advantage to the warrior for he can now bypass

the crowded and numerous coastal areas and move directly across open sea to invasion sites. An invasion force on the Eastern Mediterranean coast can, with "Astronomy" and "Cloth Making", sail from the Nile delta or Palestine directly to Sardinia and Corsica!

"Metalworking" and "Engineering" give obvious advantages. Against an opponent with "Metalworking", an invader must expend one token per battle simply to offset the advantage of his metal weapons. On the other hand, if an invader possesses

Figure 2: Successive waves of invasion can be mounted from these African areas if enough African cities exist elsewhere.

Figure 3: The city sites of Greece (from the top: Corinth, Sparta, Argos and Athens) are very vulnerable to attack through the open sea.

Figure 4: The Egyptian empire. In the north, the fortress belt of cities protecting Egypt and Babylon from each other. The coastal areas can mount seaborne invasions, replenished as shown by movement of tokens from the inland regions.

this skill, a smaller invasion force is possible because the defender must remove a token first in each battle. (Possession of the card by an invader or defender also offsets the other owning the same card.) Against an opponent with "Engineering", any invader must allocate an additional token to each attack on a city.

The "Agriculture" card had offensive and defensive benefits. It can allow a defender to mass more of his populace to meet a threat. The agricultural benefit is not too effective when population tokens of different nations occupy the same area (Rule 22.3.10). A ship-borne invasion depositing population tokens across a wide number of agricultural areas can effectively reduce by one-third to one-half the agricultural support and resources. "Agriculture" has a use for the attacker as well. To engage in and continue a war for several consecutive turns requires a large population base which expands to replace tokens lost in battle. Few areas on the board supply adequate coastal areas to launch invasions and also have a hinterland capable of replacing all the tokens taken away on ships for the invasion. The Nile delta is such a region; Tunis is another, and southern Asia Minor likewise. Other regions can support indefinite invasion waves only if cities do not block the march of the population tokens to the sea and if one player can monopolize the region to provide a large enough base. "Agriculture" can allow even marginally productive areas to function in this manner as well.

A large population base for war functions so: four areas along the coast have two or three counters in each (depending on the agricultural limit of the area); behind the coast is another belt of areas with an agricultural limit of "2", "3" or even higher. When the population expansion occurs, the areas are above their limit and each contain four or more tokens. *All* population on the coast are loaded aboard ships and used in the invasion. The tokens in the hinterland are then moved in to replenish the coastal areas to maximum while retaining enough in the inland areas to gain a two-population increase next turn. The ships can be bought anew each turn to diminish the treasury and maintain the stock necessary for maximum population growth. (Alternately, if the player holds the "Coinage" card, a low tax rate can leave tokens in stock for population expansion and the taxes can be spent to maintain the ships if they can make a round-trip to the invasion sites.)

Successive waves of invasion can be maintained if the player simply continues to have enough tokens
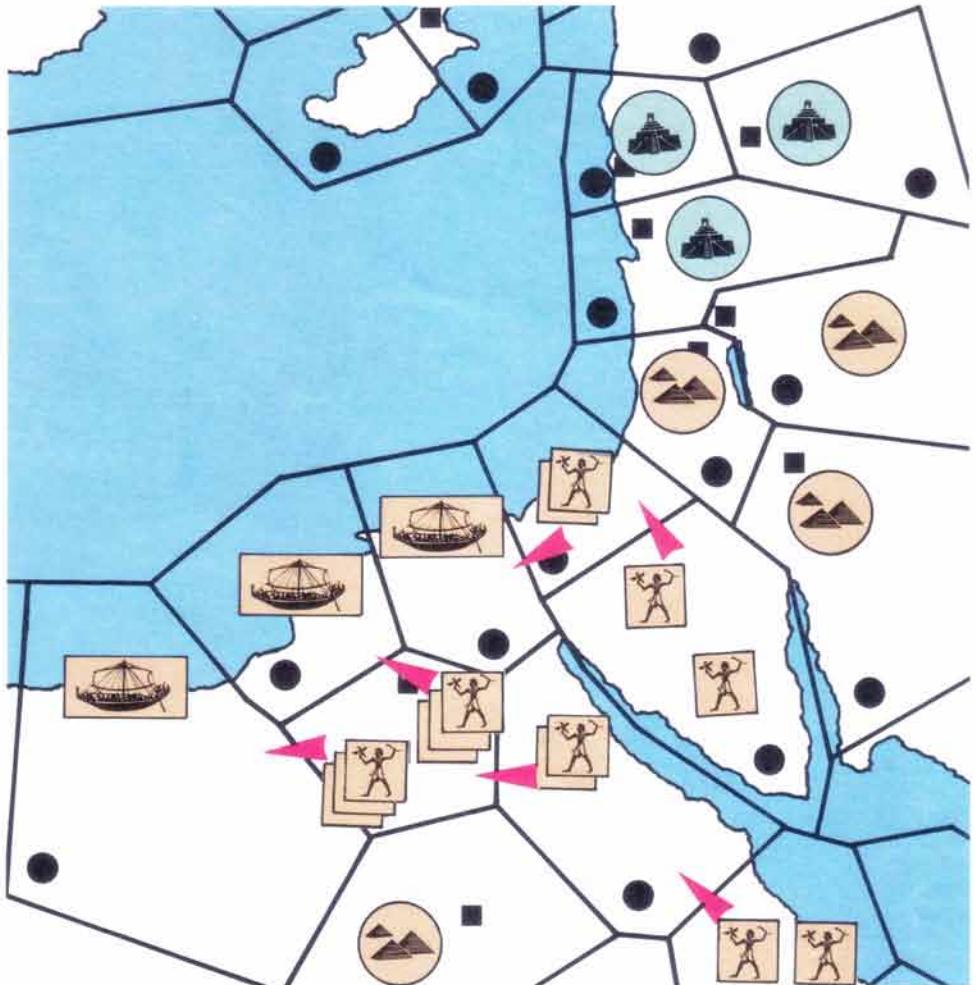
in stock to replace the invasion forces. This requires that most of the tokens participating in the attacks on an opponent must be lost in the resolution of battles. The best method to lose all of an invasion force in an attack is to assault enemy cities, especially those which can be captured or those in low agricultural areas. Your waves of invasion become an ulcer the enemy can't afford.

If you are playing a nation that can follow such a strategy of successive waves of invasion, then it may likely be moving after a stronger opponent or even may move last. The advantages of moving last, or at least after your targeted enemy and his allies, are numerous. Should your opponent move after you and has population to spare, any attack on his cities can be met by him at little cost; a player looking to save a city from attack need only move in enough tokens to reduce the attacking force to six counters (or seven if the defender holds "Engineering"). A player moving after an invader can evacuate the invasion site, compelling the removal of most of the invaders due to surplus population controls. And if moving after, he can of course always invade the invaders' homeland if conditions allow.

Playing *CIVILIZATION* with a war-making strategy in mind should help your nation to move last most of the time—or at least after the leading "civilized" nations. Any player planning on making war against the leaders should endeavour to have six or seven cities. Such a nation will benefit if the game is played using the expanded trade deck because those with the fewest cities draw from the deck first. With only six or seven cities, the minimum population required to support them is in 12 or 14 population tokens. After expansion, the player will have 24 to 28 tokens, or even up to 36 if a margin against disasters is maintained (and such a margin

can be ignored for a short time when using the expanded trade deck). A nation with a population of 24 to 36 should move after those nations which have nine cities and a large supporting agricultural base, after those nations seeking to rebuild lost cities by accumulating population, and after those who have not adopted a war economy or overly fear the effects of disasters.

As a last example, let's consider Babylon. The nation of Babylon normally has a large population base from fear of flood or because it has expanded to cover the area between the Mediterranean coast and the Persian Gulf. It also has a secure and difficult-to-approach area, allowing the Babylon player to progress comfortably along the AST. In many games, the leading player (often Babylon) marches along the AST to a 16-turn victory; he never misses hurtling a barrier. In these games, the Babylonian player was allowed to hold an unmolested homeland and, incredibly, an uninvaded coastal area in Palestine. Both novice players and sharp traders prefer to play Babylon. It need never attack anyone first; the winning strategy for Babylon is simple to understand and play out: trade well and stay quiet. The nation frequently has many trade cards because its cities lay in relative safety, and a crafty player can avoid receiving calamity cards in trades or plan to ameliorate their effect. Unless you are the Babylon player, war in this case is necessary to prevent his unruffled victory! There is little to be gained from playing a peaceful game in which he has all the advantages. But these advantages can be cancelled with a well-conceived and well-executed war.

In short, war is as much a part of *CIVILIZATION* as any other facet of this game. Make use of it to your best advantage. ☆

THE COMING SIEGE
A Preview of SIEGE OF JERUSALEM
By Don Greenwood
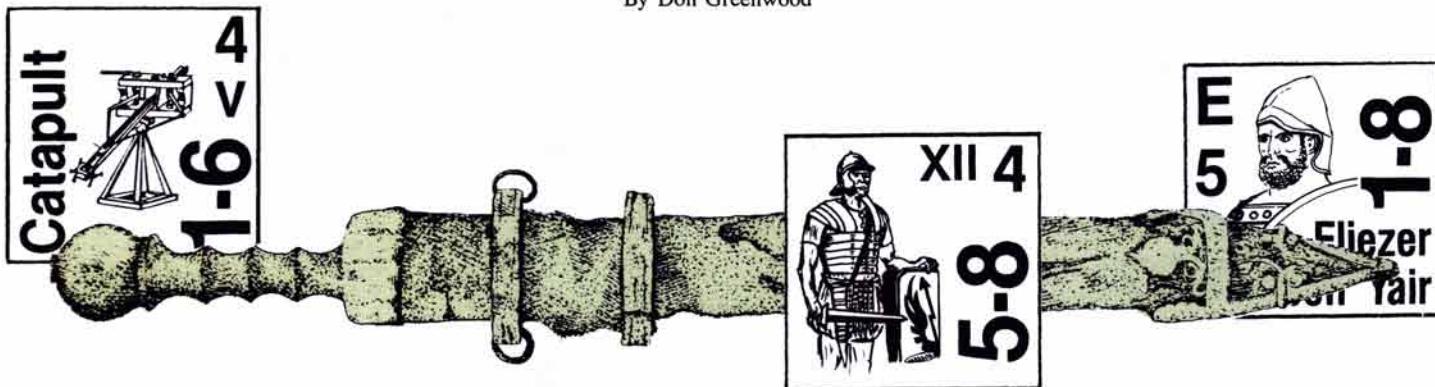
In recent years I've observed much gnashing of teeth and beating of breasts by wargamers over the lack of attention given by publishers to subjects other than the three "N"'s (*Nukes, NATO, and Nazis*). The trend is even more pronounced today as publishers continue their retreat from traditional wargame offerings to embrace more salable "Adventure Game" themes. Gamers are all too eager to condemn publishers for printing what sells as opposed to what their own esoteric appetites require and totally ignore the reason that there is no game on their favorite bit of military trivia is that there is no market for it. One such writer recently took me to task for the company discontinuing *CAESER—ALESIA*—"one of the finest ancients games ever"—while publishing "trash" like *TV WARS*. Well, "trash" is very much in the eye of the beholder. The latter is one of the finest games I've ever played. And while I too admire *ALESIA* (indeed, it was I who brought it to Avalon Hill in the first place and developed it into its final form), I can well understand why it had to be dropped. While *ALESIA* was often cited as the best ancients wargame ever done, there are only so many gamers out there who care anything about ancient warfare. Once they had bought their copy, there was no one left to sell it to. Good as the game was, we simply weren't selling any more of them.

The simple economic facts of life must govern the decisions of publishers. In 1965, Avalon Hill's annual release was the only (war)game in town. Today it is just one of a bewildering array of choices for the gamer's dollar. All of this doom and gloom is actually prelude to a bit of good news, fellow wargamers, for I've been busily working on the redevelopment of a classic ancients wargame of considerable repute to replace *ALESIA* in our line. Not only is the subject outside the realm of the three N's, but it is also very much a throwback to the old-style wargame. All of which is my way of saying that here is at least one more instance where we are following our heart and not our pocketbooks.

Fans of Avalon Hill are about to witness the rebirth of *SIEGE OF JERUSALEM*—a private-label game initially done in the 70s, original copies of which have recently been commanding prices of $100 or more among collectors. The contract for this game was signed in 1983, but given more pressing matters we've allowed it to languish until now. Though its rumored status has been the subject of many inquiries over the years, I'm happy to report that the long wait is almost over. Those of us involved in playtesting the game think buyers will find the delay worthwhile.

For those newcomers among the readership who may be unfamiliar with the game, *SIEGE OF JERUSALEM* simulates the Roman siege of that city in the Spring and Summer of 70 AD, the climactic event of the Jewish Revolt against Rome. The game consists of a campaign scenario (simulating the entire siege) and an introductory scenario detailing the disastrous assault of the veteran XII Legion four years previous. This introductory scenario is playable in the space of an afternoon, and serves nicely to introduce players to the rules and tactics of the design. Although not as elaborate as the Campaign scenario, players will find it a challenging and intriguing game in its own right.

The Judeans are outnumbered, poorly trained and equipped but imbued, as Flavius Josephus put it, "with an inviolable attitude towards liberty which drove them to acts of desperation." Unable to prevail against the highly disciplined Legions in the field during their revolt, the Judeans relied on stout walls and bolstered their courage with the knowledge that defeat meant enslavement or extermination. Counters for the Jewish forces include both missile units and various infantry, as well as key Jewish leaders, all color-coded by faction.

The Roman player takes on the role of Titus, son of the emperor Vespasian, first of the line of Flavius, in the Campaign Game scenario. His power base lay in the eastern provinces of the Roman Empire. Consequently, the Roman player is under pressure to suppress the Jewish uprising as soon as possible. The longer the Legions are tied down at Jerusalem, the more likely a new revolt elsewhere or foreign invasion in the east. The latter was of special concern as the Roman frontier had been denuded of Roman troops for the Judean campaign, leaving these areas to the protection of local auxiliaries and under threat of Parthian incursions. The brutal subjugation of Jerusalem would solidify the position of the Flavian dynasty for years. Playing the Roman forces gives the player the entire might of four Legions; the scope of his playing pieces brings him the true combined-arms effect, as they include heavy infantry, cavalry, siege engines, Syrian archers, and all other manner of auxiliaries. His ability at co-ordinating these diverse units will determine if the crown of victory will be his.

This is no simple matter of an existing design thrown into a pretty box however; instead our version represents a complete refurbishing of a once proud, but since dated, design. The most obvious difference between the editions will lie in its appearance; all the components have been upgraded. Charley Kibler has worked his usual magic to trans-

form the original two-color map into another of his magnificent panoramic, full-color views. The map itself should be accurate enough for any wargamer —updated by the latest archaeological findings on the site—and enlarged 20% to diffuse stacking problems. Just one example suffices: recent information indicates that a high bluff in the New City dominated much of the length of wall protecting the Tyropean City, altering the entire tempo of the battle at this point. The map, due to its 48"×33" bulk, will be unmounted which; given our experiences with such monsters as *THE LONGEST DAY* and *EMPIRES IN ARMS*, this is probably the best way to go with any map of such dimensions for reasons of both expense and convenience. Counter art will be eye-catching, in line with today's expectations among gamers and feature the figures and equipment of the battle (see above for some examples). The counters themselves will be double-laminated to accomodate the new step-reduction combat system. The net result will be a game that is much more attractive, far more playable, and durable as well.

The rules have, needless-to-say, undergone a great deal of study. Both the original designers and I, as well as many playtesters, have had their shot at making these the best ever to reflect the "feel" of tactical warfare of the period. The rules have been divided into sections that allow new, and old, players to readily assimilate movement, combat (both missile and melee), breaching of walls, escalades, tactical formations (such as the *Testudo*), reinforcements, and much more. Supplementing these rules are numerous, easy to use charts that pack all you need to know into concise bits.

Nevertheless, *SIEGE OF JERUSALEM* is still very much a "monster" game unplayable in one sitting unless you resort to the shorter scenario. But for many, nothing less than the full siege will do, and that will require an entire weekend for each of the *five* separate Assault Periods. The rules have been simplified and brought up to the state of the art to speed play. Paramount among the changes is a continuous combat feature allowing the legions to cut their way through the defenders to clear great sections of the city in a single turn if they can rout the defense. Morale considerations take center stage, playing the biggest role in a combat system since *SQUAD LEADER* and *ALEXANDER THE GREAT*. But, this is a game only for those who can master it, not one for the "weekend warrior".

I'd recommend to anyone learning the game that they first play the introductory scenario—"The Assault of Gallus". Six months after Gessius Florus'

garrison was ejected from the city, in November 66 Cestius Gallus, the Governor of Syria, reached Jerusalem with the veteran XII Legion. His ten cohorts of seasoned troops were a much better force than Florus had, but were still inadequate for a general assault on such a fortress. However, Agrippa's Wall was a weak link in the defenses which Gallus decided to attack. Weaker than the other walls, it enclosed a largely open area where his Legion, once inside, could operate advantageously. Had his attack succeeded, the Jewish revolt would have been doomed. But the Romans failed to achieve a lodgement, and when Gallus received warning of the approach of a Zealot relief column, he ordered a precipitate retreat westward. The Zealots, under Eliezer ben Yair, decimated his Legion as it withdrew along the Beth Horon Road, seizing its artillery train in the process. *Legio XII Fulminata* would not be reconstituted until 70, when it reappeared below Jerusalem's walls with Titus.

One might well wonder what appeal a siege has—especially to the defender. Sorties, while possible, are not the norm and the Judaean must take his pleasure in the infliction of Roman casualties and the preservation of his hold over as much of the city as possible. Jerusalem was divided into no less than nine separate walled sections—each capable of holding out on its own against a renewed siege and seldom falling in concert like so many dominos. So a section of the city lost in one assault by no means dooms the others. The appeal then lies in the grandeur of the disposition and maneuver of four Legions complete with their auxiliaries, artillery, and siege engines arrayed against the formidable walls of Jerusalem. The storming of those walls with towers and escalades beneath a hail of stones, arrows, and boiling oil comes to life before your eyes with all the majestic splendor of a bygone Hollywood epic. The classic confrontation of the irresistible force versus the immovable object is a clash of arms not soon forgotten in the heart of any real wargamer—and *SIEGE OF JERUSALEM* will be here soon.

☆

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	60	2563YOW	1
2.	D. Burdick	59	2270HGP	2
3.	J. Kreuz	54	2190IGR	3
4.	J. Beard	49	2188IIR	4
5.	B. Sinigaglio	45	2179GIJ	6
6.	J. Noel	13	2168DDJ	5
7.	P. Siragusa	54	2110FHK	7
8.	E. Mineman	30	2073DFG	8
9.	D. Garbutt	58	2071HJP	9
10.	S. Sutton	27	2054KHN	10
11.	P. Flory	36	2039EHL	11
12.	P. Gartman	25	2030HHK	12
13.	H. Newby	25	2001UJO	15
14.	P. Landry	34	1997HIN	14
15.	G. Schnittker	7	1983DFJ	18
16.	R. Beyma	35	1979DDG	19
17.	C. Corn	9	1970FEA	13
18.	F. Preissle	57	1967MNY	20
19.	T. Oleson	69	1965ZZZ	17
20.	J. Spontak	4	1963DCE	21
21.	B. Remsburg	43	1960HIQ	16
22.	T. Deane	12	1947EBB	22
23.	W. Scott	57	1944MKW	24
24.	F. Reese	40	1931IDJ	23
25.	E. O'Connor	19	1906FGM	25
26.	J. Eliason	8	1895FHM	26
27.	M. Rogers	20	1880CEH	28
28.	K. McCarthy	14	1872CFI	30
29.	B. Salvatore	27	1871GKO	31
30.	P. Halfman	10	1870GHP	29
31.	L. Barlow	7	1856JKU	32
32.	E. Miller	7	1849HKR	34
33.	S. Johns	13	1831HFI	35
34.	R. Shurdut	5	1827FHL	33
35.	G. Smith	14	1826FGM	36
36.	M. Frisk	14	1818CEI	37
37.	D. Mattson	2	1805JJT	46
38.	K. Kinsel	5	1797GFI	38
39.	F. Ornstein	43	1786GHM	39
40.	J. Lutz	5	1783HGP	42
41.	M. Mitchell	3	1783FHM	44
42.	L. Carpenter	5	1781CEF	40
43.	K. Blackwell	1	1775GFB	—
44.	D. Kopp	5	1774GIN	41
45.	M. Cox	2	1771GDA	43
46.	D. Greenwood	5	1756GFK	45
47.	M. Dultz	2	1700OSZ	49
48.	M. Simonitch	2	1718DFH	48
49.	L. Mogern	2	1705NFC	47
50.	R. Schilb	2	1702EHK	50

MEET THE 50 . . .

Mr. Jim Eliason is 36, single, holds a PhD degree in biochemistry, and is employed in Wilmington, Delaware.

Favorite Game: Depends on my mood
AREA Rated Games: PB, BB, PL, BL, AK, TRC, VITP, FE, HW
AREA W-L Record: 21-5
Gaming Time/Week: 10 hours
Hobbies: Racquet sports, Softball, Volleyball
Pet Peeve: Opponents whose moves are riddled with illegal plays or try to change the rules in mid-game.
% Time PBM: 95%
Play Preference: PBM

Mr. Eliason comments:

"I have been a avid wargamer ever since I got *BISMARCK* over 20 years ago. I receive more publications on wargaming than scientific journals. and sometimes I think I'm in the wrong field. My favorite wargames require using widely disparate unit types to best advantage, teach history, involve offensive and defensive play by both sides, require trade-offs between position and attrition and/or allow many viable strategies. No game I know excels at all, but most AH games do quite well by these criteria."

THE BLOODY KING
It's All in the Cards!

By George Sauer
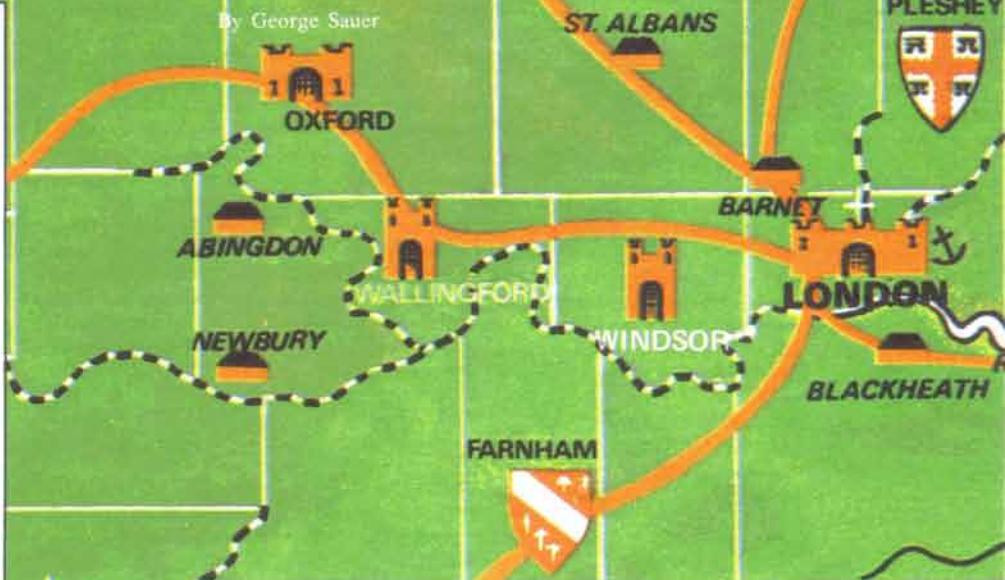
KINGMAKER has always been a favorite of our wargaming group. The relative ease of play, the great swings of fortune, and the possibility for cross and double-cross make this one of the finest multi-player games still. *KINGMAKER* has, however, also been criticized for its lack of bloodshed. This article is intended to satisfy that blood-lust among my compatriots.

The *KINGMAKER* Event Card Deck has been the subject of most of the words that have appeared on this game. While certainly vital, the Event Deck is also the easiest feature of the game to change and expand, gives ever more flexibility to the game while adding the flavor of the period (hopefully). This article will examine all the previous changes to the deck suggested, add a few of my own, and then take a short peek at some Crown Deck and rules changes. The reason for all this? In answer, I borrow a phrase from the 4-H organization: "To Make the Best Better".

THE EVENT DECK

The Event Deck has been the subject of two previous articles in The *GENERAL*, one by Mick Uhl (Vol. 14, No. 2) and more recently by Tim Williams (Vol. 20, No. 4). The changes proposed in Mr. Uhl's article were later made into a variant card set, which should be purchased by all *KINGMAKER* enthusiasts. Mr. Williams' suggested changes took the form of sample cards only, with the implication that readers could craft their own from the blank cards available in the two previous sets.

Changes in the Event Deck are simple to impliment, while simple rules can be added to keep the game in balance. When expanding the Event Deck, it is mandatory that the events be added in groups of seven. This will allow each one of the events to have a different odds resolution and bad weather effect on it and still keep the ratio of odds in balance. Seven events also allows one to place three Nobles' names on five of the cards and four on two of the cards, thus insuring that every character in the game is covered. These names are used in assassination

attempts, and the basic "Noble Killed" effects of battle results. The following is a personal review of the earlier proposed variant cards, our modifications to them and some suggestions for new ones. Mick Uhl's article, but we use all three of them in the expansion set—not just one or two as he suggests. The inclusion of only one or two of the cards result in these being "counted" by clever players. With more than two in play, in my experience it becomes more of a chore to count cards and it usually isn't done.

Gales At Sea: These cards are also a fine addition; but as above, players should use all of them included in the extra set. In the case of the *Gales* cards, the inclusion of just one has much the effect of the city plagues; sea travel is greatly curtailed until the card passes by and from then on no one worries. With all the *Gales* cards in play, ship-borne travel is much more hazardous an undertaking and, consequently, the game is much more enjoyable.

Refuge: These cards are needed to stop cowardly players from hiding on the Continent indefinitely. All of the cards in the expansion set should be placed in play in the Event Deck. With the inclusion of our suggested changes to the rules for the Continent, Scotland and Ireland become less attractive as refuges.

Vacillating Nobles: These cards should be used as directed, with all that comes in the extra set put into play. In most cases, as with the *Refuge* and *Catastrophe* cards, many of these cards will have no effect as they will be drawn for battle resolution. (However, there will be those games where all three catastrophes occur, just as occasionally all three *Treachery* cards will be used for battle resolution; that's what makes this game such fun for repeated playings.)

Catastrophe: These cards slow play a little, but can serve to make the weak strong and the strong weak. All included in the variant set should be added to the Event Deck.

Royal Death: This is a great idea and can really stimulate play when one player's heir is wiped from consideration and he must seek another. The card also serves another function in our gaming group. Our group of players were divided in opinion about shuffling the Event Deck before it is exhausted. The

Royal Death card provided a compromise for us. If the card is drawn as an event, the deck is immediately reshuffled. If it is drawn as a battle resolution, the deck is not reshuffled. This simple system has eased the tensions between the different factions in our circle, and could in yours.

Saxons Go Home: This is a welcome addition; all mercenary groups in the game must have a re-call card in play.

All of Mr. Williams' suggested "Religious" cards, save the *Excommunication* card, should be added to the Event Deck. The "Excommunication" Event is not bad in concept, but if drawn late in the game when the Crown Deck has been exhausted, it can eliminate a player from contention.

Royal Visit: This card is used frequently; however, we've found a die roll works best to determine his/her destination: "1-2" to Scotland, "3-4" to Ireland, "5-6" to France.

Royal Hunt: This should also be used. Again a die roll determines the destination: "1-2" sends him/her to Rotherham; "3-4" to the Forest above Arundel; and "5-6" the Forest below Salisbury.

Royal Heir Escapes: This card rarely affects play in any four- or more player game. Therefore, it should only be included when playing *KINGMAKER* with two or three people.

Mutiny: These cards are a fine idea in concept; however, for our gaming circle, it doesn't go far enough. We changed the card to read "Runs Aground". The ship named on the card is removed from the board and returned to the Crown Deck. Any Nobles on board the ship when it is wrecked are lost. The Warden's ships and the Admiral's ships remain unaffected. Each of the other ships in the game should have a "Runs Aground" card for them.

Defeatism Rife: This card can also be put into play. However, again we changed the card to read "Faction in Disarray". The faction drawing this card can neither move nor attack for the turn. Two *Defeatism Rife* and two "Faction in Disarray" cards should be placed in the deck.

Assassination: These cards must be added to the deck in groups of two. The first should read as Mr. Williams directs, but the other reads "First Noble Next Card is Killed."

The other cards proposed by Mr. Williams are good, but are not used by our group of *KING-MAKER* addicts. These cards seem to add little, at the expense of more time and difficulty. The rules must be constantly checked to see the results of the *Treaty with France* or the *Scottish Invasion*. In the case of the *French Treachery* card, nobody seems to care if the French mercenaries desert and pillage a town (unless it was theirs); no one ever bothered to take the time to get rid of the French, and most of our players favored leaving the card out.

It must be said that the limited number of blank cards available in the Event Deck and the expansion set has also been a factor when determining what events to include. Until Avalon Hill can be persuaded to sell blank Crown and Event cards, each gamer must decide for himself what events and additions will stimulate play the most in their own gaming circle.

We ourselves have developed several new Event Cards to add to the deck. None of them are totally ahistorical, but some may debate the complete validity of some cards. All are intended to quicken play and make it more exciting. Feel free to experiment with these.

General Uprising: This card sends all Nobles home to their nearest castle. Heirs may accompany any one Noble they may be stacked with. This card has been added to the game to break the tactic of hiding in Wales and/or in the North. Often a large faction will be scattered to the winds and may be picked to pieces by a smaller yet more cohesive faction. Two cards of this type should be added to the Event Deck.

Embassy From the King: This card sends all *titled* Nobles to the King. It is ignored if there is no sole king in play. Henry is *not* considered incapacitated for play of this card. It seems to us that the King was always going places to see people and do things, but that no one ever had to come to him. With this card, the king sits and the Nobles heed his summons. One card of this type is added to the Event Deck. (Note, we *allow* combat in the area with the king.)

Archbishop Calls a Diet: This is similar to a *Parliment May Be Summoned* card; however, this card is held until played by an Archbishop drawing it and can then be played on his turn after the normal event card is drawn. The Diet must be held in a cathedral in England proper and all bishops must attend. The other Archbishop, if in play, need not attend. Two cards of this type are added to the Event Deck.

Hijack a Ship: This card is used to steal a ship. The Warden's and the Admiral's ships are immune. The ship hijacked must be alone in a port when hijacked. A hijacking Noble must move to the port and play this card. The appropriate ship card is then removed from its owner's hand and now placed with the Noble who hijacked it. Four cards of this type should be added to the Event Deck.

Proxy: This card is used in Parliment to "appropriate" the votes of another player. Four of these cards in two varieties are suggested. Two of the cards should read "Lords Proxy" and two should read "Commons Proxy". The proper card must be used for the votes stolen. The player on which the card has been played keeps the card for his own use in a different, *later* Parliment. The player who has played the card may now cast the Lords or Commons votes of the affected faction as he wishes. This will certainly add spice to those Parlimentary discussions, especially if one player can draw or trade a couple of these cards.

No Event of Note: Each draw of the Event Deck will find someone cringing, hoping that his plans do not go awry. To this end, we've added several cards that have no effect. This cards means just what it says; time has passed in merry ol' England and nothing has happened!! Add as many as you feel comfortable with.

THE FAR LANDS

Three areas exist outside the England of *KING-MAKER*. These are Ireland, Scotland and the Continent. The rules for incorporating these into the game are slightly modified and changed when we play, as detailed below.

The Continent: No changes here. An event card to recall the French Mercenaries must be added to the deck as we do not suggest use of the *French Treachery* card. Before the *Refuge* card was invented, our group of players had ended the tactic of hiding on the Continent with the inclusion of a *French War* card. Added to the Event Deck, it effectively plagued the Continent. In the event of a French War, all counters in France were required to roll two dice; heirs and bishops died on rolls of "2-5" and Nobles died on rolls of "2-7". *All* surviving pieces were immediately returned to Rye (refugees from the warfare). For one round, no combat was allowed in Rye as the factions sorted themselves out. If the French inflict any casualties when the card was drawn, then the Continent (Calais included) was off limits for the rest of the game as the French settled their own dynastic war. If the French Mercenaries were in play, they were not affected, but when used in battle and discarded there would be no place to reactivate them. For a free-wheeling game, try this variant.

Scotland: It received similar treatment in our game. Edinburgh has been added to the mapboard as a 200-strength town/port. Combat in Edinburgh is allowed as it is in Calais. An event card to plague Edinburgh is added to the deck. The *Guardian of Edinburgh* has been added to the Crown Deck; it grants control of Edinburgh, 50 permanent troops outside Edinburgh and 150 troops when in Edinburgh. A *Guardian to Edinburgh* card was added to the Event Deck. The same penalties as the *Captain to Calais* imparts are imposed on Edinburgh should the Guardian not respond to this event. A 25-strength *Scottish Mercenaries* Crown Deck card is created, and these mercenaries are used just like the French are. A recall card is added, and we also incorporated a *Scottish War* similar to the French War discussed above. The only difference is that the survivors of a Scottish War return to Preston.

Ireland: Dublin, an open 200-strength town/port has been added to our game. As combat is allowed in Ireland (unlike that of Scotland and the Continent), it was deemed that no combat could occur in the Dublin area. A plague card was added for Dublin. An *Irish Mercenaries* (50-strength) was added to the Crown Deck and treated just as the French and Scottish mercenaries; they could only be gathered in Dublin. A recall card was added; but the limits imposed by Mr. Williams in his article were not enforced. An *Irish War* was added; survivors returned to Milford's Haven. Finally, should the Lieutenant not return to Ireland if called by the event card, then Dublin becomes "part" of Ireland, thus allowing combat there for the balance of the game. Any defender of Dublin would receive the garrison benefit.

Refuge cards are now needed by the Lieutenant when in Dublin, the Guardian when in Scotland (not Edinburgh) and on the Continent (not Calais) by the Captain. As can be seen, each of the outer areas now has a 200-strength town/port, a plague for that town, a mercenary card, a recall for those mercenaries, an office, a call for that office, and a war. The effects of these cards for Scotland and the Continent are identical, while some of those for Ireland are slightly different. These rules add few complications to the play, and bring in an excitement and flavor worth the trouble.

THE CHURCH

The Clergy received excellent treatment in Mr. Williams' article. Our group has gone a step further.

Bishops now have their own counters! Blanks were used, and each Bishopric received its own identity. Small changes in the rules were needed to make this transformation complete. In regards to events, battles, wars, plagues and the other pitfalls that may befall a bishop, the Bishop's die rolls for death and loyalty are those of a non-crowned Royal Heir. The Bishops will also need an extra *Free Move* card, just as Royal Heirs do when the stack they are with wishes to move extra areas. The Bishops, to prevent capture, can be put to the sword just as Royal Heirs can. Any Bishopric done in this manner is automatically *not* loyal. This small change in the game has created a number of new strategies for us; many a player has quested for complete clergical power once his chances for an heir have vanished. The player with complete control of the clergy (and thus, the coronation) is a player to be reckoned with—a true Kingmaker.

CONCLUSION

We have a few additions to the game that have not yet been playtested extensively, but that look promising. Try these:

1) If there is no sole King, *King's Pardon* cannot be used.

2) If a faction holding an office card loses control of *all* of the cities and towns named on that card, it is discarded. (The Noble has been stripped of his office.)

3) One *King's Pardon* is designated "Yorkist" and one "Lancastrian". If captured by a Yorkist, the Lancastrian card is of no value; and vice versa. With this rule in effect, each card will grant a pardon to *two* pieces.

4) Before the start of play, allow each player to randomly draw one *Raid* or *Revolt* event card. This card may be held and played in place of the card drawn as an event in his turn. Both are then discarded.

There you have it. These variations in the rules for *KINGMAKER*, combined with some changes proposed in past articles, should make the hardiest knight quiver in his armored boots. Our typical *KINGMAKER* game is fast-moving, fun and furious. The amount of blood spilled in the game has increased. If your taste in intrigue runs in the same vein, try some of these suggestions. You won't be disappointed.

☆

THE KING'S CASTLE
House Rules for KINGMAKER
By George Sauer

For years members of our gaming group has been reading about how bloodless *KINGMAKER* can be. We have been reading about new event cards, adding town mercenaries, taking defeated enemies Crown cards to make the game more combat oriented; yet at the same time *we* were shedding our Nobles' blood from the Warden's Northern Domain to Penzance, Land's End. As our Nobles fell time and time again, we wondered what we were doing wrong.

The rule changes that follow are ones that have crept into our play, either through mis-interpretation or design. The new rules for the Commission card, and the Revised Nobles Killed Table and Loyalty Table are probably the biggest reason for the increased bloodshed in our games.

The following rule suggestions are structured in the same manner as the current *KINGMAKER* rulebook. Some suggested changes are ones that have been expounded in these pages before; when such is the case, the issue and author is noted. All the rules—Basic, Optional, and Advanced—are in effect unless otherwise noted.

I. Setting Out Counters:

A. The advanced game Royal Heir (Edmund, Earl of Rutland) should be used.

B. The Heirs should be set-up randomly, following the guidelines in the fine article by Tim Williams, "The Hazard of the Draw" (Vol. 20, No. 4).

C. Note that the Heirs are not set-up until *after* the deal and *after* each player's Nobles have been set-up.

II. Sequence of Play:

The order of the first round is the order that all future rounds will follow. Do not alter the player sequence after the first round even in the event of changes in Offices or Bishoprics.

III. Royal Heir Movement:

A Royal Heir may never stack alone, nor move alone with a Plantagenet.

IV. Combat:

A. The two turn siege resolution system found in Vol. 14, No. 2, "And Still More *KINGMAKER* Surprises", by Mick Uhl should be used instead of the normal one turn resolution system.

B. The Basic, simple odds combat system is to be used (not the advanced battle system described in the rules). Reason: Our gaming group includes many non-wargamers who would be at a disadvantage when using the advanced battle system and would become discouraged and/or no longer play. Game time increases considerably when using the advanced game. For those game clubs that include a number of non-wargamers, we'd advise that you use the simple odds system.

C. Ambushing is allowed (and is a must).

1. The ambusher must have a 1-4 attack or less on the stack it ambushes.

2. Titled Nobles may *not* ambush. Reason: Plantagenets would ambush with impunity as they always return to the faction that controlled the Heir. Example: Neville cannot ambush, nor can a titled Scrope.

3. Once the above criteria are met, the ambusher may select the stack as the target, or a single Noble or Heir (he need not have a 1-4 or less on the Noble selected, only the entire stack). Example: Hastings has no chance against Mowbray (50), Neville (50), and Roos (20), so he elects to ambush. The odds are 10 to 120, 1 to 12; nor is he is titled. He can select Roos as his target if he wishes, he has met the criteria for ambushing a stack.

4. A surviving defending Noble must be in the ambushed area for the ambusher to be captured. Example: Percy with Marge is in Wells; Berkeley ambushes, is successful, kills Percy and takes control of Marge as there are no surviving, defending Nobles in the ambushed area.

D. The Advanced Nobles Killed Table, instead of the Basic system, is used as modified.

E. Use the Loyalty Table, as modified.

F. Sea Combat, as described in "And Still More *KINGMAKER* Surprises" by Mick Uhl, should be used with the following change.

1. To blockade a port, the fleet that blockades must be at least as strong as the fleet that is being blockaded.

2. If the above rule is not used then the blockaded fleet may set sail and need only leave an equal amount of ships in the blockading fleet's sea zone. The remainder may sail on normally.

V. Parliment:

The advanced Parliment rules are used with but one change. Offices, Titles and Bishoprics are all returned to the Chancery if not allocated. Reason: Players would often not cooperate if not given what they wanted. They would rather rely on the random draw. This change makes cooperation imperative and makes control of Parliment a crucial power as offices are not returned to play if not allocated.

VI. Transfers:

The Advanced Ransom and Executive rule is used.

VII. Trades and Gifts:

A. The Optional Trade and Gift rule is a must. Reason: The Free Move card is a very powerful card; not being able to trade it is a mistake, sometimes two or three lesser cards can be had for a single Free Move. Too, this ability to trade cards livens up the game for the non-wargamers, who universally enjoy this aspect.

B. Traded cards *can* be used on the turn they are acquired. This will slow the combat phases slightly as players try to wheel and deal some mercenaries to prevent that majority victory, or reduce that 2-to-1 to a 3-to-2. However, the players will soon know if the dealing will be successful or not and the combat can be resolved with little extra hassle.

VIII. Commission:

A. This proves to be the biggest change of all, and the most important. (It comes from playing the game the day you buy it, and having four guys impatiently waiting for you to read the rules.) The new rule is rewritten below in our current form.

"A writ card now assumes an additional function besides its use in Parliment. As a commission, a writ card may be utilized by a player to substitute a Noble in his faction or in another faction, for any Noble in his faction responding to a raid or revolt. The commissioned Noble must be equal to or greater in strength than the specific Noble, Title or Office card being summoned. If a bishop or archbishop has been summoned, only a Noble with a bishop or archbishop attached card can be sent. One writ card is used for each Noble named on the event card."

Notice the change. The lowly writ is now a powerful weapon. Examples in our game abound as to the power of this change. One that actually occurred: Neville, Chamberlain of Chester, was hiding in Wales with King Henry. The Marshal of England and the Constable of the Tower of London were in London, with the only other Heir, a crowned Richard of York, wondering how to get at Neville, when low and behold . . . "PEASANT REVOLT: Constable of the Tower of London to St. Albans; Marshal to Barnet". Victory is almost assured. The Constable stays in London, and the Marshal writs Neville to go to Barnet in his sted. Neville must come to Barnet. Neville with 50 troops and being the Chamberlain with 50 out of Wales meets the 100 strength required by the event. The odds are overwhelming, as Neville has the misfortune to be in the 'Shadow of the Tower', falls to the attack, and the game is won.

Writ cards assume awesome power; a player with great power or a great opportunity, but without a writ, will often trade his soul for a writ. (Remember, trade cards CAN be used on the turn they are acquired.)

B. Notice that it is no longer Noble(s) but Noble.

C. One cannot writ a writ (i.e., once writted you must go, there is no way out of a writ).

D. Use the same rules for who can be Commissioned as you use for who can be writted to Parliment.

IX. Alliances:

A. Discard all rules pertaining to Alliances.

B. Alliances can be formed or terminated before any phase of a player's turn.

C. Each player retains control of his or her own nobles, no leader is selected.

D. Division of spoils is decided by the allied players. If an agreement cannot be reached, the cards are discarded, the Heir terminated, the Noble executed, etc.

E. No counter can exceed its normal one turn capabilities when allied. Example: On one player turn Percy ducks into Scotland; a ship meets him there, also on this player turn. On the next player's turn, Percy allies before the movement phase. In our games, Percy normally cannot move to sea because the ship and Percy have moved this round. (However, there is still a way for Percy to move. The ship has not 'Free Moved' this round. A free move is played, Percy sails to Ireland and grabs Edmund.) The rule of thumb we use is that if it could have been done in one player turn, then you can do it in two, or more.

Another example: Cromwell and Hastings ally before movement and move to Black Heath to attack Clifford. Cromwell breaks the alliance before the combat phase, turn ends. Cromwell and Clifford ally during the next combat phase and well . . . These examples do not happen too often. Every gaming group has a player no one would ever ally with because of distrust and we all have others you would let your 16-year-old sister date because you

trust them that far. The following line from the *THIRD REICH* rulebook is appropriate here (and for all diplomatic games): ''The only penalty for breaking an agreement is to ensure the offended player's distrust for the remainder of that, and possibly future games.''

X. Revised Nobles Killed Table:

A. Each Encounter or Siege
1. Larger force Noble & Heir   2—killed
2. Smaller force Noble & Heir   2,3,12—killed

B. Ambush
1. One selected Noble or Heir   2,3,4—killed
2. Each Noble & Heir in stack   2,12—killed

C. Raid and Revolt
1. Each Noble & Heir responding   2—killed

D. Plague
1. Each Noble and Heir in the afflicted town/city: 2 through 12—killed. Getting caught by a plague, by not counting the cards, is unpardonable; you deserve all you get.

XI. Revised Loyalty Table:

A. Titled Nobles killed or executed in battle, siege, plague, town fighting, ambush or Raid and Revolt: 2 through 7—Loyal

B. Crowned Royal Heirs that are killed are just that. The game is long enough already. A Crowned Beauford is considered a Titled Noble not a Royal Heir.

XII. Changes in Event and Crown Cards:

This topic has been the subject of several other fine articles. We have implemented most of the suggested Event deck changes discussed in earlier articles. The biggest problem is that there have been more new cards suggested than there are blank cards. You must be selective until Avalon Hill decides to sell blank cards. Example: Do not put Dublin on the board if you cannot plague it. Do not add the Scottish Mercs, unless they can be recalled. And so forth. each event usually requires two cards.

XIII. Conclusion:

A. Make things simple for new players and non-wargamers; none of the above rules are overly cumbersome. Keep it simple. *KINGMAKER* can be a fast and furious game. Bogging the game down with the advanced battle system, for instance, detracts from the fun of the game.

B. Add your own rules and cards. Try different things. However, be at least semi-historic in your imaginings. Do not add ''Turkish Invasions'' or ''Embassies from Venus''.

C. Remember that *KINGMAKER* is supposed to be fun. Arguments, lenghty discussions on the moral implications of breaking alliances, or justifications for back stabbing, can wait until after the game.

BACK ISSUES

Only the following back issues of The *GENERAL* remain in stock; price is $4.00 per issue (plus usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the ''Opponent's Wanted'' form on the insert of this issue). Type of article is indicated by the following abbreviations: H—Historical, DN—Designer's Notes, V—Variant, SR—Series Replay, S—Strategy, Q—Questions, P—PBM (postal), Sc—Scenarios, A—Analytical. The featured game for each issue is always the first one listed. Those printed in red indicate one-color reprints of previously out-of-stock issues.
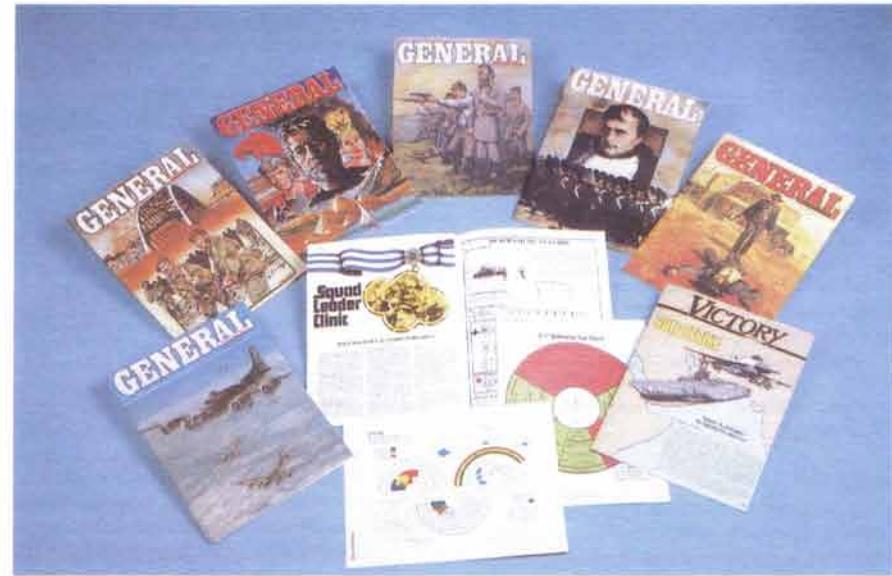
14-3: *AIW*—H, DN, S, Q; *TRC*—S; *3R*—S; *STAL*—SR; *WAS*—V; *PB*—Sc
14-5: *SL*—H, A, DN, Q; *WS&IM*—A; *TRC*—S; *MD*—S; *SST*—S; *3R*—S
15-2: *PL*—V, Sc; *STAL*—V; *3R*—V; *DD*—DN; *RB*—S; *VITP*—S
16-1: *AZ*—Sc, S, DN; *3R*—S; *NP*—S; *PB*—SR; *1776*—S; *DIP*—S
16-4: *MR*—A, V, DN, Q; *COI*—S; *3R*—S; *TRC*—SR
17-4: *FE*—S, P, DN, V; *MD*—V, Q; *COI*—S; *VITP*—S; *1776*—Sc; *WO*—A; *SST*—V; *NAP*—S
17-5: *CM*—S, V, Q; *RW*—V; *SL*—V; *STAL*—V; *PL*—S; *3R*—S, SR; *CAE*—V; *KM*—S; *MR*—S
17-6: *STAL*—S; *WS&IM*—V, Sc; *WAS*—V; *3R*—SR; *SL*—S; *TLD*—Q; *CL*—S; *VITP*—S; *TRC*—S
18-1: *FITW*—A, Q; *BIS*—S; *SL*—S; *DUNE*—V; *DIP*—S; *AK*—A; *PB*—SR; *AL*—S; *W&P*—S
18-2: *AF*—A, Sc, Q; *AK*—V; *3R*—DN; *TB*—V; *SL*—S, Sc; *AIW*—V; *VITP*—S; *DIP*—S; *DD*—S
18-3: *GOA*—S, DN, V, Q; *AOC*—V; *VITP*—V; *SL*—S, S; *WS&IM*—S, P; *DIP*—S
18-4: *GL*—H, V, A, Q; *SL*—Sc, A; *LW*—V; *W&P*—SR; *AOC*—S, P; *FE*—V; *WAS*—S; *AK*—S
18-5: *3R*—S, A, V, DN, Q; *SL*—S, A, Sc; *TRC*—V; *TB*—V; *RW*—V; *CL*—A; *DUNE*—V
18-6: *FT*—A, Sc, V, DN; *VITP*—V; *MD*—S, Q; *SOTN*—A, Q; *SUB*—Sc; *BL*—V
19-1: *SOA*—A, V, DN, SR, Q; *TLD*—A, Q; *3R*—S, Q; *DWTK*—DN; *TB*—A
19-2: *BB*—H, Sc, S, DN; *TLD*—A, Q; *SL*—V; *3R*—S; *SOA*—SR
19-3: *GSL*—A, Sc, V, SR, Q; *DIP*—A; *RW*—Sc; *GE*—V; *1776*—Sc; *LRT*—V, Q; *SL*—A
19-4: *CIV*—A, V, DN; *CM*—V; *DIP*—A; *GL*—V; *AL*—V; *TR*—Sc; *WO*—Sc; *SLA*—; *3R*—S, Q
19-5: *SON*—A, S, H, Q; *W&P*—S, Q; *DIP*—A; *WAT*—V; *WS&IM*—Sc; *SL*—A
19-6: *VITP*—PBM, SR; *3R*—V,Q; *DIP*—A; *FT*—V; *BIS*—V; *NW*—A; *SL*—A, Sc; *SUB*—V, Sc
20-1: *GI*—S, A, DN, V, Q; *VITP*—SR
20-2: *TT*—A, DN, S, Q; *MR*—V; *LRH*—A; *SL*—Sc; *W&P*—V; *GOA*—S, Q; *DIP*—A; *PL*—V
20-3: *FRED*—S, V, Sc, Q; *PB*—A; *1776*—S; *DWTK*—S, V, Q; *DIP*—A; *CON*—V, S
20-4: *FITG*—S, A, Q; *SST*—PBM, V; *AW*—A; *DUNE*—PBM; *DIP*—A; *SL*—DN, A, Q; *BL*—S; *KM*—V
20-5: *BR*—SR, S, H, Q; *LRT*—S; *DIP*—A; *GSL*—Sc; *GE*—A; *WS&IM*—Sc; *SON*—Q
20-6: *B-17*—A, V, SR, Q; *AF*—V; *LW*—S; *DL*—S; *FE*—S; *DIP*—A; *MD*—S; *BR*—SR; *GOA*—Sc; *SL*—A; *PL*—Q
21-1: *UF*—S, A, SR, DN, Q; *SOA*—S; *GI*—H, S; *TRC*—S; *DD*—S
21-2: *NAB*—S, DN; *W&P*—S, A, Q; *NAP*—S, Q; *DIP*—A; *FR*—S; *FE*—S; *3R*—S; *BFI*—S; *1776*—S; *SL*—A
21-3: *BB*—S, SR, Q; *3R*—S; *SL*—A, H; *SOTN*—V; *DIP*—A; *FRED*—S; *FE*—S, Q; *SST*—S; *TLD*—S; *PL*—Sc; *1776*—Q; *SOA*—Q
21-4: *PGG*—S, SR; *PB*—A; *3R*—S; *TRC*—S, V, Q; *DIP*—A; *STAL*—V, S; *SL*—Sc; *PK*—Q
21-5: *HW*—S, V, A; *MR*—S, Q; *OR*—A; *DIP*—A; *3R*—A; *RB*—S; *CON*—V; *CIV*—S; *SL*—A
21-6: *FP*—H, V, SR; *AIW*—S, Sc; *BL*—V; *TAC*—V, Q; *SL*—A; *PK*—Q
22-1: *PAA*—A, S, Q; *TB*—A, V; *DWTK*—DN; *TR*—V; *GSL*—PBM; *DIP*—A; *AOC*—S; *WAS*—S, Q; *AK*—V; *CIV*—S; *3R*—S, Q
22-2: *BANZ*—A, SR, Q; *FT*—A, S; *SUB*—Sc; *VITP*—S, Q; *AK*—Q
22-3: *PB*—SR; *PL*—Sc, V, Q; *SOA*—S; *3R*—V; *DIP*—A; *CIV*—A; *UF*—Sc, Q; *AIW*—S; *GOA*—A, Q; *TLD*—A
22-4: *RF*—A, V, S; *TRC*—V; *PK*—S, Q; *DIP*—A; *3R*—V; *SUB*—V; *PPG*—S
22-5: *DEV*—S, A, Q; *GSL*—Sc; *BR*—S; *DIP*—PBM, A; *SC*—V; *FITG*—A; *ASL*—Sc, Q
22-6: *ASL*—A, Sc, DN, Q; *FP*—Sc; *FE*—S, Q; *WAS*—A; *DIP*—A; *SL*—S; *TLD*—S
23-1: *FL*—A, V; *DL*—V; *B-17*—V, DN; *HW*—S, Q; *VITP*—V; *3R*—S; *TT*—V; *LW*—V; *SST*—V; *RW*—V
23-2: *ASL*—A, S, Sc, Q; *BV*—SR; *UF*—S; *DIP*—A; *PL*—A
23-3: *SUB*—V, Sc; *ASL*—A, Sc; *BV*—SR; *HW*—V; *BL*—V, Q; *BB*—A
23-4: *EIA*—S, DN; *W&P*—V, S; *WS&IM*—Sc; *SC*—V; *NAP*—S; *YS*—S; *3R*—S, Q
23-5: *KOTA*—DN, Sc, Q; *WAT*—V; *B-17*—V, Q; *3R*—S; *RW*—V; *ASL*—S, Sc; *VITP*—S
23-6: *1830*—DN, S, V, Q; *FP*—Sc; *RB*—S; *DEV*—PBM; *CIV*—S; *MR*—S
24-1: *ASL*—V, S, Sc, Q; *SOF*—SR; *TRC*—S; *FP*—Sc; *RF*—S, DN; *PGG*—S
24-2: *ASL*—A, S, Sc, Q; *SOF*—SR; *PL*—S; *3R*—S; *DD*—S; *FE*—S
24-3: *DIP*—S, A, H; *HW*—V, S; *EIA*—S; *DE*—S; *TV*—Q; *KOTA*—Q
24-4: *RSN*—H, D, A, SR, V, Q; *ASL*—V, S, Sc; *FE*—S; *3R*—S

MONSTER MASH
Playing St. George in MAGIC REALM
By Michael Anchors

Monster	Number in Group	Value Each	Habitat	⚔	✴	♀	⌣	⊕	⚘	✕	△	⟁	⟰	♂	⚲	♄	✝
T. FL. Dragon*†	1	15	MC	◉	◉	◉	◉	◉	◉	●	●	●	◉	●	●		
T. Dragon*†	1	12	mC	◉	◉	◉	◉	◉	◉	●	◉	◉	◉	◉	🔵	◎	◎
Giant†	1	10	M	◉	◉	◉	◉	◉	◉	○	○	◉	◉	●	🔵	◎	◎
Octopus	1	10	MC	●	●	●	●	●	●	●	●	●	●	●			
T. Spider	1	8	MC	●	●	●	◉	●	◉	◗	◗	◗	●	●			
T. Troll*	1	10	C	●	◉	◉	◉	◉	◉	●	●	●	◉	●	🔵	🔵	
T. Serpent*	1	10	mC	●	◉	◉	◉	◉	◉	●	●	●	◉	●	🔵	🔵	
Demon	1	10	MC	●	●	◉	◉	◉	◉	●	●	◗	●	🔵			
Winged Demon	1	10	MC	●	●	◉	◉	◉	◉	◗	◗	◗		🔵			
Dragon*	1	10	mC	●	◉	◉	◉	◉	◉	●	●	●	◉	●		🔵	🔵
FL. Dragon*	2	6	MC	●	◉	◉	◉	◉	◉				◉		🔵		
Spider	1	6	M	●	●	◉	○	●	◉	🔵	🔵	🔵		🔵		🔵	🔵
Troll*	2	4	C	●	◉	◉	◉	◉	◉	●	●	●	◉	🔵		🔵	
Serpent*	2	6	mC	●	●	◉	●	●	●	●	●	●	🔵	🔵		🔵	🔵
Giant Bat	1	6	Mc	●	●	◉	○	●	○	🔵	🔵		🔵	🔵		🔵	🔵
	2			●	●	◉	◉	●	◉	●	◉	●	●	🔵		🔵	🔵
	3			●	●	◉	◉	●	◉	●	●	●	●	🔵		🔵	🔵
Ghost	2	1	V	●	◉	○	○	○	○				◎	🔵		🔵	🔵
Imp	1	2	MC	●	●	●	🔵	●	🔵	●	●	●	●	🔵			
Goblin Ax	6	1	C	●	●	◉	◉	●	◉	●	●	●	●	●		🔵	●
SPEAR	6	1		●	●	○	○	●	◉	●	●	●	●	🔵		🔵	🔵
SWORD	6	1		●	●	◉	◉	◉	◉	●	●	●	●	●		●	
Wolf	6	1	W	●	●	◉	◉	●	◉		●			🔵	🔵	🔵	🔵
Viper*	2	2	W	●	◉	◉	○	◉	◉				◎	🔵		🔵	🔵
Ogre	2	1	W	◉	◉	🔵	🔵	○	○		○	○	🔵	◎	🔵	◎	◎

* Armored   † Head/Club Counter

In eight years of watching and playing *MAGIC REALM*, the players I have seen winning most often always follow one of two strategies: the "Robin Hood" strategy, and the "Saint George" strategy.

The "Robin Hood" method may be used for any character, but is usually utilized by those playing light, poorly armed characters. Hoods plan to ambush other characters or natives and trade their loot in dwellings. Players using this strategy put one Victory Point in Gold, one in Treasure and the rest in Notoriety. If the "Development" optional rule is in effect, a less developed level may even be chosen to reduce the victory point requirements.

Heavy, well-armed adventurers or those with powerful attack spells have a second option—the "St. George" strategy, which is more certain to produce victory. Georgists eschew the valleys, teaming with treacherous humankind, and seek out the monsters of the Realm in their lairs. Monsters, albeit big and powerful, are inherently stupid. Their repertoire of attack and defense is limited, and their direction of attack predictably follows their maneuver. The risk of attacking a particular monster is calculatable. The risk of attacking the Captain with knapsack full of hidden treasure weapons is unknowable.

Georgists, killing monsters, garner both Fame and Notoriety, contributing to two victory requirements simultaneously. Hoods get only Notoriety and a bit of Gold pocket change for their work. Too, killing Tremendous Monsters opens a safe route to a Treasure site, and the victorious Georgist gets first

crack! Most treasures offer more Notoriety than Fame, so my recommendation for aspiring Georgists is: Great Treasure, one or two points; Fame, two points; Notoriety, one or two points. The sum must be five points because Georgists should select the highest level of Development. The monsters are fully developed!

Having set his Victory Conditions, the Georgist next peruses Table 1 to see which monsters his character can safely kill. His eye often fixes on high-profile monsters, like big dragons, but the small fry should not be overlooked. Great profit can be made by slaughtering a clutch of the little critters. The value of each victim is multiplied by the number of monsters previously killed by the character in a battle. Killing a gaggle of monsters earns 21 points;

TABLE 2:

Warning	W-tiles	C-tiles	M-tiles
Bones	Ogres	Trolls	Bats Giants
Dank	Vipers	Serpents	Spiders
Ruins	Wolves	Goblins	Bats
Smoke		Dragons	Flying Dragons
Stink		Trolls	Spiders Giants
Sound			
Flutter		Flying Dragons Bats	Flying Dragons Bats
Howl		Goblins	Bats
Patter		Goblins	Spiders
Roar		Dragons Trolls	Giants
Slither		Dragons Serpents	Dragons Serpents

TABLE 3:

Clearing Number	Sound	Site
1	Flutter, Lost Castle	Altar
2	Patter, Flutter	Statue
3	Slither, Lost City	Vault, Lair
4	Roar, Howl	Shrine
5	Patter, Howl	Cairns
6	Slither, Roar	Hoard, Pool

killing "Godzilla" nets but 15.

The right half of Table 1 is read as follows: if the player can kill the monster better than 66% of the time a green dot appears in the box. If the character wins less than 33% of the time, a red dot appears. If the character has a *certain* escape, a circle is entered. Hence, in a situation with a red dot surrounded by a circle, the character probably can't beat the monster, but he can escape. An entry with no dot is a "fair fight". The character has a 33-66% chance to win. In *MAGIC REALM* losers don't survive, so smart Georgists should avoid a fair fight unless behind in points near the end of the game.

The table assumes the character is at the highest stage of development, armed per initial specs, with all action chits available. Magic characters have "Stones Fly", "Fiery Blast" or "Lightning Bolt" and enough color to go two rounds. Each non-magical character has his weapon in a state of Alert. The Berserker is berserk. Each magical character has an alert Magic counter for his best attack spell.

In some cases, the outcome of battle depends on terrain. In the Spider match, the Wizard can win in a mountain clearing because he can cast "Lightning Bolt" there. He gets roasted on the plains because "Fiery Blast" is a weaker spell. Situations like these are indicated by red half-dots on the chart.

The table suggests that the Witch King can never escape a predator. Actually, his situation is not quite so desperate. Witch King can escape most of the time, using the "Broomstick" or "Unleash Power". If his magic counter time beats or matches the monster's move time, the King can use his stick or his feet to maneuver in the Melee Phase. The monster has to match directions to hit. In the ensuing Encounter Phase, the King flies or flees out of the clearing. Circles were not included in the Witch King's column because they denote only certain escape.

The Magician looks weaker than he really is, too. Although he has magic counters of every type, he has no pairs of any type. Lacking a source of color, Magician cannot cast attack spells. His only *lethal* weapon (don't laugh) is his dagger. The Transform spell is not lethal. Magician-Georgists should seek artifacts or enchanted tiles with the needed color or confine their monster bashing to sabbaths offering "Purple" or "Grey".

All of the characters, except Pilgrim and Magician, can kill the Imp. It is not much of a victory, and it is often a Pyrrhic one. The Imp is fast (move time 2). An alerted bow nails him, but a striking weapon may need two or three rounds to match directions. By that time, the character will have been Cursed several times. The cake is not worth the candle.

Having ascertained which monsters his charac-ter would like to hunt and which ones he definitely wants to avoid, the would-be Georgist consults Table 1 to see where his prey may be found. In the "Habitat" column, the letters "M", "C", "V" and "W" stand for Mountain, Cave, Valley and Woods tiles respectively. In cases where a monster may be found in either Mountain or Caves tiles both letters appear. If the monster is more apt to be found on Mountain tiles, the entry is "Mc"; if the reverse is true, the "mC" is entered.

At this point, the Georgist can select the dwelling at which his character should start, from the list of dwellings allowed for him. He should choose the dwelling offering the shortest route to the tiles with the monsters he wants to hunt, crossing as few as possible of the tiles with monsters he wants to avoid. He should choose a dwelling with few threatening Hoods and he might also give consideration to a dwelling with a character who might agree to an alliance (see my last article on this subject in the Vol. 23, No. 6 issue of The *GENERAL*). Finally, if there is a dwelling with friendly natives, possessing useful items, the character might start at the dwelling simply to make a good trade.

Characters can improve their monster-hunting prospects by obtaining: treasure boots, gloves, potions, etc.; extra armor; better weapons; a horse; more color; hired natives; and character allies. If house rules limit the game to four to six weeks of game time, Georgists cannot afford to dally in the valley looking for bargains. Ten Gold pieces won't buy much anyway. However, if the game is to last two game months or more, the true Georgist can try to fill out his shopping list before getting into serious monster play.

On the road at last, the Georgist has to watch which Warning, Sound or Site chits are turned up. The information is important because each Warning or Sound chit can summon only certain types of monsters. After a few turns, the location of most of these chits is known. Table 2 shows which monsters may appear at each Warning or Sound chit. (The Treasure Set-up card shows which monsters show up at Site chits.) Table 3 shows which Sounds or Sites can be found in each clearing number.

The information in Tables 2 and 3 can be used to stay out of trouble or seek opportunities in unexplored tiles. For instance, inspection of the tables reveals that a character arriving in Clearing 5 of the Borderland can expect to face only Goblins, if "Cairns" was seen in another tile. Bats will appear for the first time only in Clearing 1, and then only if "Flutter 1" has not appeared elsewhere. Table 2 and 3 are less useful in well-traveled tiles, where many monsters have appeared and roam on their appointed die-rolls.

When the Georgists does come face-to-face with a monster, I can offer no better advice on tactics than that offered by Richard Hamblin in his article "Magical Mystery Tour" (Vol. 16, No. 4). Only the tactic of piling up monsters in a single maneuver box is obsolete. The 2nd Edition rules force the player to distribute the monsters and their appendages evenly in the boxes. The Georgist should still aim to deliver the first, unavoidable lethal blow. If he cannot deliver an unavoidable blow, he should pair his attack and maneuver, hoping to match directions with the monster.

The new rules present additional challenges to the Georgist. Attacks in the crucial first round of a battle are resolved in order of length, longest to shortest. Most monsters attack with the shortest length (tooth/claw), but not all. The Georgist cannot assume he will strike the first blow. Goblins are armed with axes, spears and swords. Dragons have heads with the length of a broadsword, and Giants have clubs with great sword length. Demons and Imps cast spells with a length of "17", which beats "Stones Fly" and "Fiery Blast", but not the "Lightning Bolt". If the Georgist won't get the first shot, he should split the character's attack and maneuver, hoping the monster's blow will miss.

Finally, inspection of Table 1 reveals that the White Knight, Berserker and Dwarf are best suited to the "St. George" strategy. The Black Knight, too, if he can get a heavy weapon in short order. Players intent on playing "St. George" should choose one of these characters. Characters to the right of the Druid in Table 1 can switch to a "St. George" strategy, but only if they acquire a mean treasure weapon or native henchman in the course of play. Characters between the Druid and Dwarf have more flexibility. ☆

THE QUESTION BOX

MAGIC REALM 2nd Edition

Q. Is the second edition rulebook new, or is it just a variation of the first edition?
A. The rules were totally rewritten. The rules are reorganized into four *Encounters* (treasure hunting and trading, combat with monsters, war, and magic) with separate sections on the game pieces and how to set them up. There are also optional rules, many illustrated examples of play, reference tables, lists and so on. The result at least has the virtue of being complete; the new rulebook runs 80 pages.

Q. Does the game play the same way it used to?
A. The introductory versions changed because the Encounters were rearranged, and some optional rules are now built into the standard rules. However, the final version (with magic and the optional rules suggested in The *GENERAL*) plays the way it did.

Q. So nothing changed in the final, complete version of the game?
A. Oh, there are changes. There were many rough spots that had to be smoothed over, so there are a lot of changes that either replace a clumsy game mechanic, correct an error in the play balance, or guard against circumstances that can ruin the game.

Q. Are there any changes in the way the game starts?
A. Yes. To avoid early attacks, the Dwarf can start at the GUARD house, the Woods Girl can start at the HOUSE, the Captain and Wizard can start at the GUARD house or HOUSE, the Pilgrim and White Knight can start at the CHAPEL, and the WITCH KING can start with the Ghosts. These characters can still start at the INN, if they wish; they record where they will start when they record their victory conditions. Everyone else must start at the INN. In addition, everyone starts the game hidden.

Q. Do the players still record their victory conditions in each category?
A. Yes, but to prevent sudden lucky wins and long, drawn-out games, the game always lasts 28 game days, and the character with the highest score wins. To enable the characters to compare scores, the points a character assigns to each category defines his requirement *and weighs his results* in that category: he converts his final score to victory points, subtracts the points he assigned, and multiplies the result by the points he assigned (minus scores are tripled). The character with the highest total score wins.

Q. If a second stage player wins, does he gain one stage (and if killed, does he lose one stage)?
A. No, he gains stages by earning chits; and he gains chits by earning victory points. If he is killed, he just starts over.

Q. Can a second stage character play the second encounter?
A. Yes.

Q. Is the Dwarf's special advantage still two rests in one phase?
A. Yes.

Q. Does the Dwarf still roll one die for loot in site cards (special tables)?
A. Yes.

Q. Until the "Disgust" curse is removed, is all of a character's fame (old and new) worthless?
A. Yes.

Q. When a character must choose which monsters go into each melee section attacking group, is it now possible that the largest group can have even two or three monsters more than the smallest group?
A. Yes—as long as each box has at least one denizen, and each head/club is in a different box than its body.

Q. Do attacks that exceed "tremendous" ever kill?
A. Yes, always.

Q. Do all attacks from red-side up tremendous monsters exceed tremendous level?
A. Yes.

Q. When a tremendous dragon is turned red-side up, is its head also turned red-side up?
A. No, the head and body turn over separately.

Q. Does a red-side up head have the same effect as a red-side up tremendous monster (24.5)?
A. No—the head just makes its own separate attack.

Q: What happened to the magic rules?
A: The Spells are explained in detail, including how they interact with each other and with pertinent treasures. Some important clarifications: when competing Spells are cast on the same target, only the first one counts (so you can't transform someone who is already transformed); MELT INTO MIST supersedes TRANSFORM which supersedes ABSORB ESSENCE; and when FLY chits conflict, the strongest one rules.

EMPIRES IN ARMS $35.00
Grand Strategy in the Age of Napoleon

A slightly better response to our attempt to rate this "monster" game than last time (see Vol. 23, No. 6), but still not enough to place it on the ongoing RBG chart. However, undaunted, we'll try again; please refer to the insert of this issue.

Comparing the values received by *EMPIRES IN ARMS* in this effort with those in the last rating, it appears that familiarity has certainly bred some respect for this fine game. With the devoted few now comfortable with its unique play, the ratings are significantly better. With the sole exception of the rating for "Counters", every entry is lower. The "Overall Value" jumped enough (to 2.77) that, if it were to be placed on the list, *EIA* would command the 19th slot.

An obvious indication that our readers who play the game are becoming familiar with *EMPIRES IN ARMS* is that their rating for "Complexity" (8.38) is much lower than before. Too, some reading on the subject has shown that the simulation value has improved, with a better "Authenticity" (1.84) rating. And, ironically, as they discover the strengths of the design, they are obviously putting more thought into their games; the ratings for "Game Length" (43.4 and 283.3

respectively) shows that this is a game that is more than an evening's simple pastime.

The complete ratings for *EMPIRES IN ARMS* is as follows:

Overall Value: 2.77
Components: 2.85
Map: 3.23
Counters: 2.83
Player's Aids: 2.46
Complexity: 8.38
Completeness of Rules: 2.72
Playability: 2.88
Excitement Level: 2.53
Play Balance: 2.15
Authenticity: 1.84
Game Length
  Shortest: 7 hrs., 14 mins.
  Longest: 47 hrs., 13 mins.
Year: 1987
Sample Base: 26

AH RBG RATING CHARTS

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly.

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Length Shortest	Length Longest	Year	Sample Base
1. ASL	1.67	1.44	10	1.81	2.80	1.98	—	—	1985	133
2. SOF	1.84	1.54	10	1.89	2.27	1.70	17.71	43.64	1986	79
3. RF	2.00	2.78	5	4.15	2.56	2.36	15.54	89.64	1985	88
4. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
5. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
6. BV	2.09	1.95	10	—	2.82	1.86	13.14	39.20	1985	95
7. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
8. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
9. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
10. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
11. UF	2.42	2.26	4	2.57	1.31	2.84	4.84	13.05	1983	58
12. B-17	2.51	2.62	3	2.52	1.86	2.21	3.30	11.50	1983	87
13. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
14. FP	2.57	3.10	4	3.12	2.91	2.87	5.42	16.81	1985	85
15. HW	2.59	3.27	4	3.68	2.13	4.25	8.27	21.73	1984	63
16. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
17. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
18. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
19. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977	420
20. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
21. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
22. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
23. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
24. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983	58
25. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978	281
26. CON	3.12	3.64	7	3.08	2.52	3.52	25.8	49.1	1983	73
27. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
28. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
29. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
30. 1776	3.21	2.97	4	3.09	3.03	3.10	10.16	45.09	1974	373
31. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
32. PK	3.34	4.02	4	3.48	2.85	3.27	11.85	20.34	1983	59
33. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
34. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
35. AAOC	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978	239
36. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981	100
37. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
38. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
39. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
40. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
41. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
42. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
43. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
44. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
45. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
46. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
47. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
48. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
49. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
50. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
51. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
52. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
53. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
54. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
55. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	24.96	1961	140
56. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
57. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
58. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972	244
59. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
60. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961	285

COMING UP NEXT TIME

It was rather obvious from the responses to Vol. 24, No. 3 that the readers either loved *DIPLOMACY*, or hated it intensely. At least they reacted that way to our extended coverage of this classic multi-player game in these pages. Actually, many compliments were received on this issue, and it seems that quite a few more liked our featuring this classic than disliked it— the issue garnered a 3.10 Overall Rating. Surprisingly, Mr. Lawson's historicial look at the pre-war diplomats of France scored high in the polling, encouraging us to look at bringing more articles on the history behind the featured games to the readers. The ratings for all the articles of Vol. 24, No. 3 are as follows:

A STAB IN THE DARK 441
MASTERS OF THE GAME 195
THE VIEW FROM DOWN UNDER 186
GAINING AN ALLY 132
THE PACIFIC WAR 96
RE-THINKING THE CONQUEST 47
BLITZS AND KRIEGS 41
AH PHILOSOPHY 35
DARK NIGHT STRATEGY 27

Tom Oleson's old nemesis Don Burdick has wrested the *ANZIO* PBM AREA championship away from him in Tom's first defense of the title. A rematch is already under way. Others in the AREA Top 50 willing to face the winner should forward their challenge c/o Don Greenwood at The Avalon Hill Game Company. Meanwhile, even as the *ANZIO* title is undergoing its second challenge, the *D-DAY* and *BULGE '81* titles have yet to be decided. Don Burdick is involved in the final games of both matches, and reports a comfortable lead at the 23AM turn over Frank Peterson in *BULGE '81*. Things are still confused in the *D-DAY* championship where the dual matches are only in the fifth and seventh weeks, and where Kevin McCarthy is still holding strong.

After a number of requests, it has been decided that the dividers for the *ASL Rulebook* may now be ordered as a separate item, along with the individual chapters. Cost for the dividers alone (the ones included with the original release) will be $10.00 and can be ordered direct only from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214); please add the usual 10% shipping and handling fee.

From Belgium comes a fine little 'zine devoted to *ADVANCED SQUAD LEADER*, entitled *ASL News*, its second issue has just be published. With articles on strategy, tactics and events of interest to devotees of this system in French, and with the scenarios in English, it proves that *ASL* turly does reach across borders now. The editor has also in-stituted a column that explores the changes in the rules from the old *SOUND LEADER* system and serves to introduce these concepts to long-time players. Finally, as with their American brethren, the Europeans crave testing their skills—and so the staff of this 'zine have begun the first round of what is hoped to become a yearly *ASL* tournament in Brussels. For those interested in *ASL News*, you can learn more by contacting its editor: M. Ph. Leonard, 28 Avenue Seghers, 1080 Bruxelles, Belgium.

The first ballots of our survey on readership im-put for the "new" *GENERAL* are just starting to ar-rive as this issue goes to the presses. Response, if this is any standard to judge by, looks to be good and the editors wish to thank all who have sent in their views, and to encourage all who have yet to do so to make your collective views known. Still too early to tell, but it appears that two regular columns will be added to our expanded format. One,


Infiltrator's Report

dealing with our many computer games, will be authored by Bill Peschel (of course). The other will introduce coverage of our sports line of simulation games—filling a void for fans of such that has ex-isted since *ALL-STAR REPLAY* disappeared from the scene four years ago. Jim Burnett, an avid and ac-complished sports gamer (and sportsman), will han-dle the writing duties on this one. Both columns should premier in our 25th anniversary issue.

Speaking of our 25th Anniversary issue, it is shaping up to be one of the most unique ones for The *GENERAL* in some years. A true celebration, a number of long-time hobby enthusiasts have been asked to contribute brief articles on their involve-ment with the Avalon Hill Game Company and our magazine. Thoughts from likes of Fred Helfferich, Jim Burnett, Jack Greene, Lou Zocchi, Jim Dunnigan and many others should make this fascinating reading— a true collector's item for anyone interested in the history of our hobby. The lead article will carry the reminiscences of the editors of The *GENERAL* (Tom Shaw, Don Greenwood and myself). Professionals and amatuers, players and designers, authors and editors, all had a hand in taking Avalon Hill to the top of the industry and in making The *GENERAL* the leading hobby magazine for wargamers. Every-one needs a bit of self-indulgence once in awhile; we hope you'll enjoy ours.
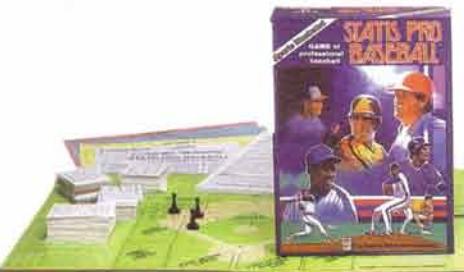
The latest *Games and Parts Price List* (February 1988) from The Avalon Hill Game Company shows no price increases for the majority of the games in our vast line. However, fans of the Statis-Pro series of sports games should make note that both *STATIS-PRO FOOTBALL* and *STATIS-PRO BASEBALL* have now been priced at $29.00 each, this to reflect the expanded card sets and the new artwork. Still the most accurate simulations of these team sports available on the market, readers should note that yearly player card sets can be purchased—$14.00 for the baseball (specify season: 1978, 1980-1987); $16.00 for the football (specify season: 1981-1986).
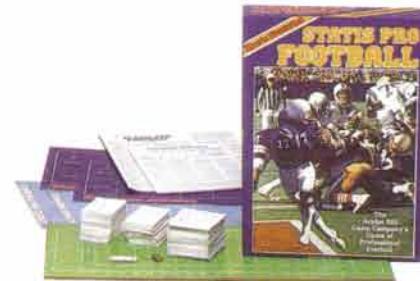
Once again we have turned to the amateur press for a fine article on our featured game. Phil Rennert's lead piece on *BRITANNIA* in this issue first appeared— in vastly different form—in *Politesse*, the journal of the Washington Area Retinue of (Tacitly) Highly Or-ganized Gamesters. (For those in the Washington-

Baltimore area interested in the doings of this fine, slightly mad group of hobbyists, contact Mr. Ken Peel at 8708 First Avenue. #T-2, Silver Spring, MD 20910.) The editors of The *GENERAL* are always on the look-out for the best of articles on Avalon Hill games, and the amateur hobby press counts some fine writers and players among its contribu-tors. If you produce a hobby 'zine, we would like to encourage you to send us a copy of those issues which carry material on any of our wargame titles.

Contest 139 was less straightforward than we had expected. Sure looked simple to us, but some fifteen ace diplomats saw a way to gain *three* centers rather than the two we thought to have been possible. In best of *DIPLOMACY* tradition, they allied with Turkey, orchestrating his moves against Russia. And then "stabbed" Turkey in the back to gain Smyrna, as well as Greece and Budapest. Whether done with or without Turkish acquies-cence, this brings three builds to the Italian and gives him the dominate postion in the Balkans and Eastern Mediterranean. The followng season, the fall of Serbia to Italian forces seems assured. Both countries are Italy's "preferred enemy," and builds are placed in all three Italian home centers. In fas-cinating letters (a sure mark of the true *DIP* buff), several pointed out exactly how the negotiations and moves should proceed; we decided all who took such a devious course deserved recognition. Of the over 100 entries, the following will be awarded Avalon Hill merchandise certificates for garnering three centers in our contest: Michael Brophy, State College, PA; Jim Burnett, Clinton, TN; Frank Calcagno, Billings, MT; P. Chinnery, Louington, MI; Brad Cole, Lebanon, PA; Don Del Grande, Greenbrae, CA; Glenn Harden, Wilmore, KY; Eric Kirchner, Hampton, VA; Eric Klien, Chelmsford, MA; Jeff Miller, Clark Summit, PA; Bob Rademaker, The Colony, TX; Philip Rennert, Fairfax, VA; Jed Roach, Fayetteville, NC. (I must remember never to get into a by-mail *DIPLOMACY* game with any of these fine players.)

The solution to Contest #140 was to move both Haines and Newman to 232, and Hodgson to 340 of the *RAID ON ST. NAZAIRE* map. With only two MF, it would take Hodgson at least three turns to reach 201 (or two turns to reach 212) from where he could afford Bradley some blocking protection. However, because it is an Assault unit (11.31), by moving to 340 he will immediately draw fire from Flak Tower 434 away from Bradley, improving the latter's chances to set charges by voiding the +1 drm for being attacked in a turn. Haines and Newman move to 232 to guarantee that all German mobile units in the zone will move toward them rather than toward Bradley. Any other move (or non-move) by Haines and Newman would result in the German "8" Stosstruppe unit in 222 (and possibly the "7" in 226) either reaching 201 where they can fire on Bradley, or at least moving closer to Bradley for possible attacks on him in future turns. More importantly, by moving to 232, Haines and Newman increase the chances of their own survival *and* of eliminating all major German forces in the immediate vicinity. Regardless of the German move-ment die roll, the five strongest German units in the vicinity will reach 232 in their move where you'll have a 75% chance of eliminating them all with grenade attacks. Even if your grenade attacks fail, only two of the five German units will be able to return fire from the same area. Only a German "1" die roll for movement will leave German units (the 2SP units) adjacent to 232 with a chance to fire (each with a 16% chance of a hit). Any other British move would increase the probability of German units being adjacent and able to fire, and con-sequently decrease the British chances of survival.

Was Grant a Great Strategist ...or Just Lucky?

The Civil War

From the epic campaigns of the East to the ceaseless skirmishing in Missouri—and throughout the vast lands in between—the American Civil War was a conflict memorable above all for its staggering scope and legendary leaders. A dynamic portrait of this immense struggle, from its infancy to its final gasp, **The Civil War** depicts the nation and its leaders as no game has done before.

The Civil War is for the IBM® PC and compatibles. Color graphics card is required. $35.00

A one or two player game.

* Registered trademark of International Business Machines.

This strategy game puts YOU in command of the armies of the North and South. Each player must determine in advance where his major campaigns will take place—in the East, West or Trans-Mississippi Theater. From there, armies must be formed and leaders assigned. Once movement orders are issued, it is up to the individual commanders to gain the initiative, move their forces and engage the enemy.

The Civil War is a detailed simulation of the situation faced by Jefferson Davis and Abraham Lincoln. Although blessed with a larger population and industrial capacity, the North suffered from a lack of quality leaders. The South on the other hand had excellent leaders, but was forced to field smaller armies. To recreate the difficulty field commanders had in finding the enemy and bringing him to battle, players enter their orders secretly. The game becomes a see-saw battle with the North attempting to capture cities by invasion and amphibious landings, with the South striking back with quick sorties.

The Civil War comes with a number of special features.
* Full-color 16"×22" reference map.
* Hexes are color-coded to indicate ownership.
* The game also records the results of battles and saves them in a special file you can print out and review later.
* Four year-long scenarios; each may be played out to the end of the war.
* Ironclads, sea transport, amphibious landings, Union blockade and Confederate commerce raiders.
* Over sixty leaders available, rated for tactical and strategic ability.

Civil War is a trademark of Victory Games, Inc. and licensed to The Avalon Hill Game Company.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to rooting the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil The *GENERAL*'s version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of The *GENERAL*. With this we can generate a consensus list of what's being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in bias to the survey because you all play our games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____

2. _____

3. _____

Opponent Wanted   50¢

____   ____   ____   ____

____   ____   ____   ____

____   ____   ____   ____

____   ____   ____   ____

____   ____   ____   ____

____   ____   ____   ____

NAME _____   **PHONE** _____

ADDRESS _____

CITY _____ **STATE** ____ **ZIP** _____

CONTEST 141

Indicate the final area occupied for each of your following Blue units:

Unit	Starting	Ending
Angle Army	Pennines	
Angle Army	Pennines	
Angle Army	Pennines	
Angle Army	Pennines	
Angle Army	Lothian	
Angle Army	North Mercia	
Angle Army (new)		
Norman Army	Downlands	
Norman Army	Sussex	
Norman Army	Hwicce	
Norman Cav Army	Hwicce	
William	Hwicce	
Norman Army (new)		

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____

2. _____

3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

|	1. Overall Value	2. Components	2a. Mapboard	2b. Counters	2c. Rulebook	3. Complexity	3a. AH Complexity	4. Completeness	5. Playability	5a. Excitement Level	5b. Play Balance	6. Authenticity	7. Game Length	7a. Shortest	7b. Longest	8. Year	9. Type
Patton's Best	1.	2.	2a.	2b.	2c.	3.	3a. 4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1987	9. SO
Platoon	1.	2.	2a.	2b.	2c.	3.	3a. 2	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1987	9. 2P
Raid on St. Nazaire	1.	2.	2a.	2b.	2c.	3.	3a. 4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1987	9. SO
Richthofen's War	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1973	9. 2P
Russian Campaign	1.	2.	2a.	2b.	2c.	3.	3a. 4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1976	9. 2P
Russian Front	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985	9. 2P
1776	1.	2.	2a.	2b.	2c.	3.	3a. 7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1974	9. 2P
SL/& Modules	1.	2.	2a.	2b.	2c.	3.	3a. 8	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1977+	9. 2P
Starship Troopers	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1976	9. 2P
Stellar Conquest	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1984	9. MP
Storm Over Arnhem	1.	2.	2a.	2b.	2c.	3.	3a. 4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1981	9. 2P
Tac Air	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1988	9. 2P
Tactics II	1.	2.	2a.	2b.	2c.	3.	3a. 2	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1961	9. 2P
Third Reich	1.	2.	2a.	2b.	2c.	3.	3a. 10	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1981	9. MP
Thunder at Cassino	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1988	9. 2P
Titan	1.	2.	2a.	2b.	2c.	3.	3a. 4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1982	9. MP
Up Front/Banzai	1.	2.	2a.	2b.	2c.	3.	3a. 4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983+	9. 2P
VITP	1.	2.	2a.	2b.	2c.	3.	3a. 2	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1977	9. 2P
War & Peace	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1980	9. 2P
War at Sea	1.	2.	2a.	2b.	2c.	3.	3a. 1	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1976	9. 2P
Waterloo	1.	2.	2a.	2b.	2c.	3.	3a. 3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1962	9. 2P
Wizard's Quest	1.	2.	2a.	2b.	2c.	3.	3a. 2	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1979	9. MP
WS&IM	1.	2.	2a.	2b.	2c.	3.	3a. 6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1975	9. 2P
Aegean Strike	1.	2.	2a.	2b.	2c.	3.	3a. 8	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986	9. 2P
Ambush/& Modules	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983+	9. SO
Bat Hymn/& Mods	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986+	9. SO
Central America	1.	2.	2a.	2b.	2c.	3.	3a. 8	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1987	9. 2P
Civil War	1.	2.	2a.	2b.	2c.	3.	3a. 7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. 2P
Cold War	1.	2.	2a.	2b.	2c.	3.	3a. 3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1984	9. MP
1809	1.	2.	2a.	2b.	2c.	3.	3a. 7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1984	9. 2P
France 1944	1.	2.	2a.	2b.	2c.	3.	3a. 3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1987	9. 2P
Gulf Strike	1.	2.	2a.	2b.	2c.	3.	3a. 8	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. 2P
Hell's Highway	1.	2.	2a.	2b.	2c.	3.	3a. 8	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. 2P
Korean War	1.	2.	2a.	2b.	2c.	3.	3a. 7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986	9. 2P
Lee vs. Grant	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1988	9. 2P
Mosby's Raiders	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985	9. SO
NATO	1.	2.	2a.	2b.	2c.	3.	3a. 8	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. 2P
Omaha Beachhead	1.	2.	2a.	2b.	2c.	3.	3a. 6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1987	9. 2P
Open Fire	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1988	9. SO
Pacific War	1.	2.	2a.	2b.	2c.	3.	3a. 7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986	9. 2P
Panzer Command	1.	2.	2a.	2b.	2c.	3.	3a. 6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985	9. 2P
Pax Britannica	1.	2.	2a.	2b.	2c.	3.	3a. 4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985	9. MP
2nd Fleet	1.	2.	2a.	2b.	2c.	3.	3a. 6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986	9. 2P
7th Fleet	1.	2.	2a.	2b.	2c.	3.	3a. 7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1987	9. 2P
6th Fleet	1.	2.	2a.	2b.	2c.	3.	3a. 5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985	9. 2P
Vietnam	1.	2.	2a.	2b.	2c.	3.	3a. 9	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1984	9. 2P

GULF STRIKE 2nd Edition

#30000 $34.00

*Since Victory Games, Inc., first published **Gulf Strike** in 1983, the Iran-Iraq war has intensified. Now the open waters of the Persian Gulf have become their main battlefield as each side continues to attack the supertankers delivering the oil that is necessary for the world's economy. US naval forces and European allies have taken up station in the area to support freedom of navigation and to keep the Soviet Union from gaining regional influence. At any moment, the situation in the Gulf—the world's most critical flashpoint—could flare up, drawing the superpowers into head-to-head confrontation.*

Gulf Strike 2nd Edition updates the original game with extra counters, a new map section, and a booklet containing a 1988 Gulf War scenario. Variants to the new scenario examine the potentials for expanded conflict in the region. One of the most thorough simulations of modern warfare ever, *Gulf Strike* uses a highly interactive sequence of play to create an intense game of continual action and reaction. This is the ultimate game that explores all aspects of contemporary warfare on land, on sea, and in the air.

CONTENTS: 1040 playing pieces depicting military forces of 14 nations; three 22″ × 32″ mapsheets portraying the entire Persian Gulf at strategic and operational levels; one 8″ × 22″ mapsheet extending the Iran-Iraq front; rules booklet; charts and tables booklet; scenario update booklet; decimal die; counter storage tray.

1988 RATINGS—THE AVALON HILL GENERAL READERS BUYER'S GUIDE

The following is the form for the readership-generated RBG, which appears on Page 46 of every issue of The *GENERAL*. The validity of this survey depends entirely on reader participation; every reader is encouraged to take the time to rate each game with which he is familiar. The listing of titles is taken from our latest Price List and reflects our current game line.

The categories of the new RBG are explained in the AH Philosophy of this issue. The actual procedure for rating each category should, by now, be common knowledge. Simply rate each category by placing a number from "1" through "9" in the appropriate space to the right ("1" equating to "excellent"; "5", average; "9" terrible). EXCEPTION: Rate items 7a and 7b. in terms of minutes necessary to play the game to conclusion, as recorded in ten-minute increments. (Example: if you've found that it takes two and a half hours to play the basic scenario of *FIREPOWER*, enter "15" in category 7a. for that game.) Enter ratings only for those categories relevant to the game in question. Please consider only the latest edition when rating each game.

Sub-categories are indicated by italics; as explained in the Philosophy of this issue, these will be reported to the readers but once, following the initial rating process. Note that TAHGC's ratings for **Complexity** and **Year of Publication** and **Type** have been provided for your information; do not rate these categories. Respondents are asked to give careful thought to their ratings for **Playability** and **Authenticity**; the design staff of Avalon Hill has evinced a special interest in these ratings for the games currently in print.

A complete recording and analysis of the results of this survey will follow in Vol 25, No. 2 of The *GENERAL*. This review sheet, or a facsimile, should be addressed to The *GENERAL*, attn. Rex Martin, The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Many thanks in advance for your time and trouble in helping us make this survey reflective of the consumers' collective judgment.

	1. Overall Value	2. Components	2a. Mapboard	2b. Counters	2c. Rulebook	3. Complexity	3a. AH Complexity		4. Completeness	5. Playability	5a. Excitement Level	5b. Play Balance	6. Authenticity	7. Game Length	7a. Shortest	7b. Longest	8. Year	9. Type
ASL/& Mods	1.	2.	2a.	2b.	2c.	3.	3a.	10	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985+	9. 2P
Afrika Korps	1.	2.	2a.	2b.	2c.	3.	3a.	2	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1964	9. 2P
Air Force/Dauntless	1.	2.	2a.	2b.	2c.	3.	3a.	6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1980+	9. 2P
Arab-Israeli Wars	1.	2.	2a.	2b.	2c.	3.	3a.	8	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1977	9. 2P
B-17	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. SO
Bulge '81	1.	2.	2a.	2b.	2c.	3.	3a.	4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1981	9. 2P
Blitzkrieg	1.	2.	2a.	2b.	2c.	3.	3a.	8	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1965	9. 2P
Britannia	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1987	9. MP
Bull Run	1.	2.	2a.	2b.	2c.	3.	3a.	4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. 2P
Circus Maximus	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1980	9. MP
Civilization	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1982	9. MP
Dark Emperor	1.	2.	2a.	2b.	2c.	3.	3a.	6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985	9. 2P
D-Day	1.	2.	2a.	2b.	2c.	3.	3a.	4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1977	9. 2P
Devil's Den	1.	2.	2a.	2b.	2c.	3.	3a.	5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985	9. 2P
Diplomacy	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1976	9. MP
Down with the King	1.	2.	2a.	2b.	2c.	3.	3a.	5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1981	9. MP
Dragonhunt	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. MP
Dragon Pass	1.	2.	2a.	2b.	2c.	3.	3a.	6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. 2P
Dune/& Modules	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1979+	9. MP
1830	1.	2.	2a.	2b.	2c.	3.	3a.	4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986	9. MP
Empires in Arms	1.	2.	2a.	2b.	2c.	3.	3a.	9	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986	9. MP
Firepower	1.	2.	2a.	2b.	2c.	3.	3a.	6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1985	9. 2P
Flat Top	1.	2.	2a.	2b.	2c.	3.	3a.	10	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1981	9. 2P
Flight Leader	1.	2.	2a.	2b.	2c.	3.	3a.	4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986	9. 2P
Fortress Europa	1.	2.	2a.	2b.	2c.	3.	3a.	7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1980	9. 2P
Gettysburg	1.	2.	2a.	2b.	2c.	3.	3a.	2	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1988	9. 2P
Gladiator	1.	2.	2a.	2b.	2c.	3.	3a.	4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1981	9. 2P
Guns of August	1.	2.	2a.	2b.	2c.	3.	3a.	6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1981	9. 2P
Hitler's War	1.	2.	2a.	2b.	2c.	3.	3a.	4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1984	9. 2P
Kingmaker	1.	2.	2a.	2b.	2c.	3.	3a.	7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1976	9. MP
Knights of the Air	1.	2.	2a.	2b.	2c.	3.	3a.	5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1986	9. 2P
Kremlin	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1988	9. MP
Luftwaffe	1.	2.	2a.	2b.	2c.	3.	3a.	5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1971	9. 2P
Magic Realm	1.	2.	2a.	2b.	2c.	3.	3a.	9	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1979	9. MP
Merchant of Venus	1.	2.	2a.	2b.	2c.	3.	3a.	4	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1988	9. MP
Midway	1.	2.	2a.	2b.	2c.	3.	3a.	3	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1964	9. 2P
Mystic Wood	1.	2.	2a.	2b.	2c.	3.	3a.	2	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1980	9. MP
Naval War	1.	2.	2a.	2b.	2c.	3.	3a.	1	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. MP
PanzerArmee Afrika	1.	2.	2a.	2b.	2c.	3.	3a.	5	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1981	9. 2P
Panzerblitz	1.	2.	2a.	2b.	2c.	3.	3a.	6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1970	9. 2P
Pzrgruppe Guderian	1.	2.	2a.	2b.	2c.	3.	3a.	9	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1984	9. 2P
Panzerkrieg	1.	2.	2a.	2b.	2c.	3.	3a.	6	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1983	9. 2P
Panzer Leader	1.	2.	2a.	2b.	2c.	3.	3a.	7	4.	5.	5a.	5b.	6.	7.	7a.	7b.	8. 1974	9. 2P